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GAMEPRO®

THE #1 VIDEO GAME MAGAZINE

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Baseball Blowout!

Bo Jackson Hit & Run
Legends of the Diamond
Bo Jackson Baseball
Hardball • Extra Bases

TurboGrafx-16 Buyer's Guide

Plus Great Reviews

Robin Hood
Valis III • Batman
Roger Rabbit • Tale Spin

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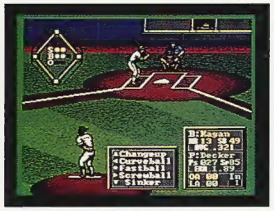

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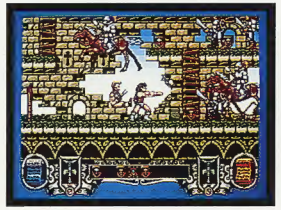

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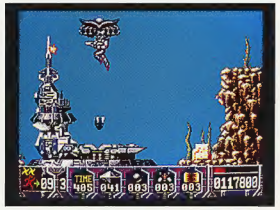

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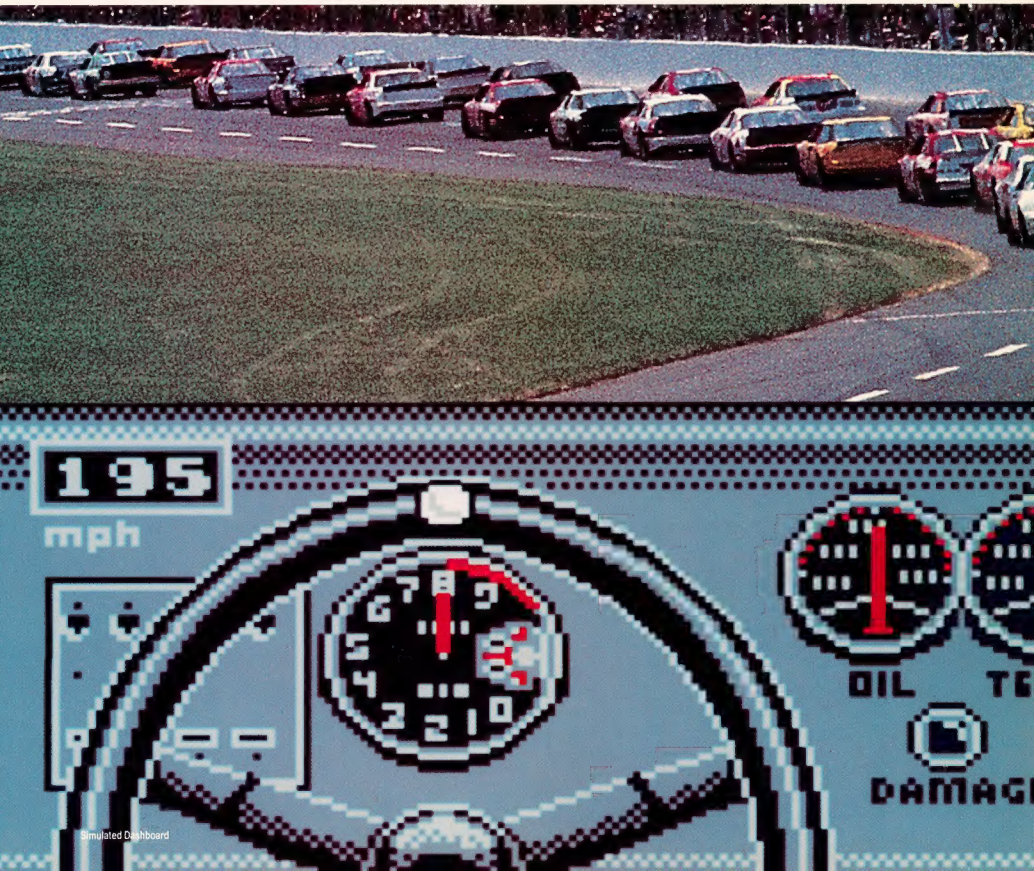
TWO CRASH COURSES THAT

Take two courses that cover a lot of ground in a hurry. Konami® brings NASCAR® endorsed, smash and crash stock car warfare to the NES™ and Game Boy.™ Winston Cup Champion Bill Elliott helped design the ultimate driving experience, complete with functional instrument gauges, authentic pit stops, 200 mph duels for pole position, spin-outs and a mind blowing first person perspective. You actually feel like you're in the roll cage of a real racer!

Slide into one of three asphalt eating stock cars—Ford Thunderbird, Chevy Lumina or Pontiac Grand Prix (or an Oldsmobile Cutlass for Game Boy). Adapt your beast by adjusting gear ratio, spoiler angle, tire stagger and transmission to the hairpin turns of Sears Point and Watkins Glen or the high banked ovals of Daytona and Talladega (or Atlanta for Game Boy). Then get ready to scrape sheet metal against Bill Elliott and 14 of the nation's nastiest NASCAR drivers, either in single races or the grueling Championship Season.

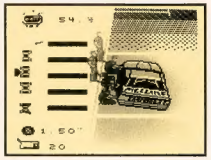
Then, when you become a gifted gear jammer, enter the Konami Bill Elliott's NASCAR Challenge™ Contest. Send in your best NES or Game Boy Championship Season score. We'll fly the eight hottest prospects, four for the NES and four for Game Boy, in on Midway Airlines®

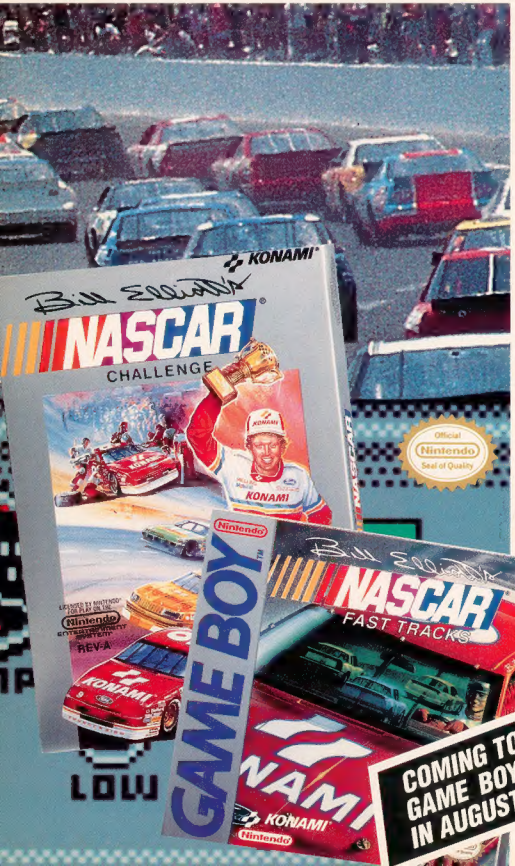


Simulated Dashboard

WILL DRIVE YOU STEER CRAZY.

to meet Bill Elliott and witness the 1992 Daytona 500. Then, each player will compete on the Bill Elliott game version on which they qualified. The winners receive a Ford Thunderbird Super Coupe! Even if you don't have the point standings for Daytona, you can still win a Bill Elliott/Konami Racing Team jacket or a Bill Elliott NASCAR Racing™ LCD hand held game. See game pak for contest details. So racers, start your engines, you're competing to capture the flag as well as the Ford.





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NEW FROM THE CREATOR OF TETRIS™

CATCH HATRIS™

Hats off to Alexey Pajitnov–the creator of Tetris has done it again! This hot new video game has you frantically stacking...what else...hoards of hats! Down they come in random pairs. Stack five of the same type and you score. It looks easy, but as the hats fall faster, the game gets tougher.

If you like Tetris, you're going to love Hatris. It takes a minute to learn and a lifetime to master. So, if you catch anything for your Game Boy™ this year...catch Hatris!

Also available from Bullet-Proof, Pipe Dream™ for the NES and Game Boy.

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Use a fireball to burn unwanted hats from the top of a stack!

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here's what the CRITICS are saying about

TURBO 16 GRAFX™

TurboGrafx-16 GAMES

Aeroblasters™

"...one of the best shooters... It's all here - great detailed graphics, huge difficult bosses and great game play with a learning curve that leans to the hard side which is a welcome addition to a home game. The weapon power-ups are awesome!... Very challenging and very impressive!..."

—Electronic Gaming Monthly

Alien Crush™

1989 Best Simulation Game

—Video Games & Computer Entertainment

"... Alien Crush features finely detailed creatures reminiscent of the film, Alien, lots of bonus situations and some of the finest music ever heard in a video game. ...it's downright eerie."

—Video Games & Computer Entertainment

Battle Royale™

"This wrestler has lots of different characters and plenty of rip-roaring action 'mano to mano' as well as great 'free for alls'. Great music, statistics and even the managers fight for the rights to each fighter. It has it all."

—Electronic Gaming Monthly

"A rock 'em, sock 'em free-for-all...the graphics are nicely detailed and sharp-looking...add it to your collection. This is a great party game."

—GamePro

Blazing Lazers™

"The ultimate space shooter! Nine levels of pulsating aliens, advanced weaponry, and enormous Bosses! A total blast from start to finish!"

—Electronic Gaming Monthly

"One of the fastest-paced games for the TurboGrafx-16, Blazing Lazers will keep you going for hours..."

—Video Games & Computer Entertainment

Bloody Wolf™

1990 Best Arcade Action Game Award

—Game Player's Magazine

"Bloody Wolf is a cool Commando-style shooter that combines a frantic shoot-em-up pace with dual goals.... One of the best Turbo games I've played, combining Contra with 16-bit graphics, but contains a much more expansive environment to explore. Tons of power-ups and challenging Bosses help make Bloody Wolf a delight to behold!"

—Electronic Gaming Monthly

Bomberman™

"...if you like crowds, this is one of the most fun multi-player games around. For beginning gamers or anyone looking for an addicting, relatively simple to play puzzle game, Bomberman is a blast."

—GamePro

Bonk's Adventure™

1990 TurboGrafx Game of the Year Award

—Game Player's Magazine

1990 Most Exciting New Theme Award

—Electronic Gaming Monthly Magazine

1990 Special Achievement Award

—OMNI Magazine

1990 Best Action Video Game Award

—Video Games & Computer Entertainment Magazine

"NEC scored a hit with this card, and rightfully so. Bonk's Adventure has... technique as well as good looks...unique...an all new type of video game adventure!"

—Electronic Gaming Monthly Magazine

"Bonk's Adventure has all the ingredients to become not only a successful game, but also the first installment of a successful series of games. The main character is cute, the head-butting is superb, and the creatures and situations are inventive. The fact that you can reverse direction and go backward in this game is another strong point. The graphics are sharp and, well, charming."

—Game Player's

Bravoman™

"A unique approach to an action game. Super graphics."

—Electronic Gaming Monthly

China Warrior™

"Not just another chop-'em-up game, this one shows the characters in amazing detail. Fight your way to the end, attacking enemies and other moving objects."

—Video Games & Computer Entertainment

"Kung-fu kick-'em-up that uses extremely large characters. The detail is extraordinary - you can even see your hero bleed from his mouth as he gets beat up!"

—Electronic Gaming Monthly

Chew-Man-Fu™

"...the whole look of this vast (550 screens!) game is decidedly off-the-wall, with screen after screen of bizarre, weird, and silly stuff rendered in colors of eye-popping brilliance. This game could be a real sleeper."

—Game Player's

Cratermaze™

"Cratermaze is a game that will appeal to the whole family, thanks to its good graphics, interesting animation and splendid sound effects."

—Video Games & Computer Entertainment

Cybercore™

"...Cybercore is a fast-action shoot-'em-up that's challenging enough to tax even veteran gun hands. Its combination of detailed graphics and interesting sound effects make it a game that you'll return to often."

—Video Games & Computer Entertainment

Deep Blue™

"Patrol the ocean depths in your mechanized sub-fish, blasting all types of marine life. Capturing power capsules lets you modify your weapons list. The music is well done and the graphics detailed and colorful. There aren't many underwater video games so this one is nearly in a class by itself."

—Video Games & Computer Entertainment

Devil's Crush™

1990 Best Simulation Game Award

—Video Game & Computer Entertainment Magazine

1990 Excellence Award

—Game Player's Magazine

"Devil's Crush is a perfect example of why video pinball has such exciting potential.... ...the movement of the ball and the action of the flippers are so realistic that it plays just like any arcade pinball machine... You'll definitely want to see Devil's Crush for yourself."

—Game Player's

"A combination of realistic pinball action and bizarre insectoid graphics made Alien Crush the last word in video pinball... and finally, that sequel's been hatched: Devil's Crush for the TG-16... Devil's Crush is a must-have for those who enjoyed Alien Crush. It's loaded with more clever animation, impressive graphics and fast frenetic action than the original."

—Video Games & Computer Entertainment

Double Dungeons™

"...the 3-D maze effect is done very well... A good 2-player game... A split-screen window also allows two people to explore independently."

—Electronic Gaming Monthly

Dragon Spirit™

"Become a winged serpent and destroy the evil that has invaded your land! Hard-hitting action with power-ups, bosses, and more!!"

—Electronic Gaming Monthly

"Instead of fighting a dragon, you are one in this game. Zip through the sky, shooting down enemies and bombing various types of monsters, while you pick up crystals for extra power. Your dragon can grow up to three heads and acquire all kinds of weapons, even shooting flames!"

—Video Games & Computer Entertainment

Dragon's Curse™

"Dragon's Curse is a good-looking, action-packed game that's perfect for hard-core TurboGrafx-16 swordsmen. Heavy-duty hackin' and hewin' is the order of the day...Dragon's Curse won't drag on."

—GamePro

Dungeon Explorer™

"Dungeon Explorer is the perfect hybrid of action and adventure... outstanding graphics help compliment this card that guarantees a long quest and plenty of thrills!"

—Electronic Gaming Monthly

"...up to five people can play, helping one another out by taking on the various enemies that cross each other's path. One, for instance, can play the part of a wizard casting magic to save your little band of souls. If your magic fails, you can always resort to good, old-fashioned shooting!"

—Video Games & Computer Entertainment

Fighting Street™

"Originally called Street Fighter in the arcades, this CD-ROM game features real voice and orchestrated music that's just like the quarter-muncher!"

—Electronic Gaming Monthly

"This CD-ROM game pits you against four large opponents. Duke it out using kicks, jabs and outright punches. The detailed, colorful graphics are supplemented by real music and voices from the CD player."

—Video Games & Computer Entertainment

Final Lap Twin™

"...so whether you want straight up no frills racing, or an unusual four-wheeled adventure let Final Lap Twin take you for a ride"

—GamePro

"Select your track and head out in your open-cockpit formula race car. Steer, shift and brake your way across the finish line. The screen is divided into two halves that allow player against computer or two-player mode."

—Video Games & Computer Entertainment

Final Zone™ II

"Final Zone II is another great CD game for the TurboGrafx. The graphics are great, the voices are excellent... The game play is fast and there is a lot of action..."

—Electronic Gaming Monthly

"...a CD-based shooter, gives you five characters, seven levels of action, an elaborate story, map screens, and high-fidelity sound effects that take full advantage of the CD's awesome audio capabilities."

--Game Player's

Galaga™ '90

"Originally...in the arcades, this superb space conflict loses nothing in the translation."

--Electronic Gaming Monthly

"Galaga '90 is an excellent shoot 'em up."

--Video Games & Computer Entertainment

J.B. Harold: Murder Club™

"Combining digitized video, CD quality stereo music plus true human voice...you have to go out and pound the pavement, search for clues, interrogate suspects and gather enough evidence to make an arrest."

—Electronic Gaming Monthly

J.J. & Jeff™

"...the overall game play and hidden goodies are what make this game a winner..."

—Video Games & Computer Entertainment

"JJ & Jeff has a lot going for it...it's challenging without being ridiculously difficult. And it's definitely addictive."

—Game Player's

King of Casino™

"...I have to admit that NEC's King of Casino is the most complete gambling simulation I've seen...from checking into a fancy hotel to flaunting cash in a casino, it's all here."
—*Video Games & Computer Entertainment*

Last Alert™

"...features cinema-type intermissions and real voices. Last Alert is a very good CD game with cool animation. The potential for CD technology scares another one with this good shooter."
—*Electronic Gaming Monthly*

Legendary Axe™

1989 Video Game of the Year
—*Video Games & Computer Entertainment Magazine*

"Legendary Axe has a little of everything: loads of axe-swinging action, layer upon layer of high-quality music and smooth, colorful animation. The combination of these elements brought this action adventure to the top of the video-game heap like rising cream."
—*Video Games & Computer Entertainment*

Legendary Axe™ II

"Legendary Axe II is quick, action-packed, and enjoyable."
—*Game Player's*

Military Madness™

1990 Best Military Strategy Game Award
—*Video Games & Computer Entertainment Magazine*

1990 Best War Game Award
—*Game Player's Magazine*

"Military Madness is an excellent introductory war game. It's extremely playable and always tense, and it does its job better than several computer war games currently available. If you're looking for a different kind of gaming experience on your TurboGrafx — one that takes good advantage of the system's capabilities."
—*Game Player's*

"Military Madness is a game that puts you in exciting and unpredictable strategic combat situations. Terrific stereo sound, realistic battle simulations, and awesome graphics are only a few of the reasons why Military Madness is an interesting addition to any TurboGrafx collection."
—*GamePro*

Monster Lair™

1990 Best Shooter Game
—*OMNI Magazine*

"Monster Lair is a fast and colorful game that's even more fun when played by two people... And because the game is on CD, the stereo soundtrack is superb. Monster Lair has enough charm to last through many playing."
—*Game Player's*

Moto Roader™

"Up to five human players can race for the finish line in this high-speed challenge. The options are many with several different race tracks, six different futuristic vehicles and several different music scores."
—*Video Games & Computer Entertainment*

Neutopia™

"If the TurboGrafx-16 is your first game machine, don't miss Neutopia"
—*Video Games & Computer Entertainment*

"...Neutopia will offer hours of excitement."
—*Game Player's*

Ninja Spirit™

1990 Best Game of the Year (TurboGrafx-16) Award
—*Electronic Gaming Monthly Magazine*

1990 Excellence Award
—*Game Player's Magazine*

"...the level of intensity is unmatched, with multiple weapons, options and shadows all coming into play. The bosses animate and fill the screen and truly provide a testament to what this system can do... Ninja Spirit stands out...and earns our Turbo Game of the Year award."
—*Electronic Gaming Monthly, 1991 Video Game Buyer's Guide*

"Forget 'Budokan', this is true martial arts action. Awesome weapons and power-ups and intense ninja action. Excellent graphics and authentic Japanese BGM. Great gameplay and cool bosses. Best Turbo card yet."
—*Electronic Gaming Monthly, 1991 Video Game Buyer's Guide*

"Ninja Spirit is so good that it might even appeal to gamers who don't think they like ninja games. Its fast and varied, and the challenges get more difficult as the game goes on. Ninja Spirit is probably that best martial arts game to appear so far on the TurboGrafx-16 — and one of the best on any video game system."
—*Game Player's*

Power Golf™

"...the best one (golf game) is Power Golf for the TurboGrafx-16 system. Power Golf has outstanding graphics — on some lofted shots you can see the dimples on looking at some holes. Most of the game is played from an overhead perspective; when you're ready to hit, a small screen insert opens up showing your stance and the power bar. The game is quick-paced and fairly realistic. One nice feature is that after you hit a shot, the overhead view tracks the flight of the ball... Power Golf should keep you glued to your couch."
—*Sports Illustrated*

Psychosis™

1990 Best Sci. Fi. Game (Honorable Mention)
—*Video Games & Computer Entertainment*

"From a purely visual standpoint this cart is worth its weight in gold. The graphics are gorgeous."
—*GamePro*

R-Type™

"The legend has never looked better than on the Turbo! All eight levels of monstrous play grace this four-meg masterpiece!"
—*Electronic Gaming Monthly*

"One of the best arcade-to-home translations we have ever seen comes in the form of R-Type."
—*Video Games & Computer Entertainment*

Sherlock Holmes Consulting Detective™

"...for the first time in video game history, thanks to the huge memory in a CD, we will be able to play a game that will contain real video footage! Throw in perfect speech with synchronized lip movement and it will be difficult to believe that this is a video game!"
—*Electronic Gaming Monthly*

Space Harrier™

"...stay tuned to NEC's channel for arcade quality Space Harrier action, and you can solve this cliff hanger for yourself."
—*GamePro*

Splatterhouse™

1990 Best Coin-op Game Award
—*Video Games & Computer Entertainment Magazine*

"Splatterhouse...is another fantastic example of how good Turbo games can be. The game is challenging and graphically outstanding... I love it."
—*Electronic Gaming Monthly*

"Talk about tension and suspense, wow! Splatterhouse has plenty to go around. Excellent graphics and challenging game play make this seven-level nightmare come true... Very entertaining..."
—*GamePro*

Super Star Soldier™

"Massive amounts of firepower...tons of power-ups, huge bosses and great graphics."
—*Electronic Gaming Monthly*

"...features eight vertically scrolling stages of gorgeous graphics, non-stop interstellar space fighting, four different weapons, two defense systems, and numerous power-up possibilities."
—*GamePro*

At times there is so much action on the screen you can get lost in...the rockets, bullets, attackers and shrapnel streaking across the screen. If you're looking for a hot-action shooter...it will keep you sweating."
—*Video Games & Computer Entertainment*

Super Volleyball™

"...Incredible, gorgeous graphics... The best sports game I've played for the TG. 'Nuff said."
—*Digital Games Review Digest*

"Sports fans can enjoy solo play or two-person competition in Super Volleyball. The big-screen views, crisp detail, and startling depth of this game's graphics almost convinced us that we were watching a live game on TV."
—*Game Player's*

"NEC's Super Volleyball brings the popular sport to the TurboGrafx-16 with lots of options, a comfortable user interface and, most of all, loads of athletic action on-screen. All in all, Super Volleyball is a good, challenging simulation. If you're a hankering to take your place among the world's volleyball heroes, Super Volleyball may be right in your league."
—*Video Games & Computer Entertainment*

Takin' It to the Hoop™

1990 Best Sports Game Award
—*Game Player's Magazine*

"...a well-balanced and entertaining sports game..."
—*Game Player's*

"Hardcore gym rats know there's no substitute for an honest-to-goodness game of hoops. Takin' It to the Hoop has all the thrills, none of the spills, and some top notch video round ball. Call time out and give it a try."
—*GamePro*

Tiger Road™

"A multitude of vertical and horizontal scrolling adventures...clean graphics and sound...bonus rooms and secret warps...beef up both strategy and options."
—*Electronic Gaming Monthly*

Timeball™

1990 Best Strategy Game Award
—*Video Game & Computer Entertainment Magazine*

"...if you like puzzle games, Timeball has it all. It's highly recommended."
—*GamePlayer's*

TV Sports Football™

1990 Parents' Choice Seal of Approval
—*Parents' Choice Council*

1990 Best Sports Video Game Award
—*Video Games & Computer Entertainment Magazine*

1990 Excellence Award
—*Game Player's Magazine*

"TV Sports Football has been built around a unique Turbo Feature - 5 player simultaneous action! As such it's a lot of fun with everybody getting into the action. ...think of it as a party football game..."
—*Electronic Gaming Monthly*

"TV Sports Football is simply one of the finest football simulations available for any game system. It skillfully combines realistic sound effects, crisp graphics, and awesome action"
—*Game Player's*

Veigues Tactical Gladiator™

"Veigues is a fighting vehicle like none you've seen before...it can glide swiftly, pivot, leap and fly through air...it's a category unto itself...there's plenty of good old fashioned shoot-em up, but the key...is how well you strategize."
—*GamePro*

"The game play makes Veigues a solid fun game...that will keep you bouncing on your robotic toes."
—*Video Games & Computer Entertainment*

Victory Run™

"Probably one of the best driving games to come along for any system. Victory Run has true 3-D effects, including hills and curves, and enough variety in the courses to keep you occupied for some time. The car handles like a race car should and the power drifts are better than any racing game to date... Very addicting!"
—*Electronic Gaming Monthly*

"This high-speed game is a version of the Paris-to-Dakar road race. You start out by stocking up on parts like brakes, suspension and engine, then zip through the countryside outside of Paris. Colorful screens will take you from mid-day to night and back to morning. Controls let you accelerate, brake and shift gears while displays give you constant updates on your speed and engine RPM."
—*Video Games & Computer Entertainment*

World Class Baseball™

"This game allows two players to compete against one another, or one against the computer. You get the best seats in the stadium, behind the catcher, or an overhead view. Digitized voices add to the realism, along with realistic scoreboard images and player movement."
—*Video Games & Computer Entertainment*

"...World Class Baseball is very close to perfect."
—*Game Player's*

World Court Tennis™

"A visually stunning tennis game that plays well and offers head-to-head competition!"
—*Electronic Gaming Monthly*

"World Court Tennis combines the action of top notch Singles and Doubles tennis with the shimmy of an unusual tennis adventure. It's game, set, and match for NEC!"
—*GamePro*

Ys™ - Book I & II

1990 Best Role Playing Video Game Award
—*Electronic Gaming Monthly Magazine*

1990 Best Background Music and Sound in a Video Game Award
—*Electronic Gaming Monthly Magazine*

1990 Best Role Playing Game Award
—*OMNI Magazine*

1990 Best Adventure Game Award
—*Video Games & Computer Entertainment Magazine*

1990 Best Sound Award
—*Video Games & Computer Entertainment Magazine*

1990 Best Fantasy Role-Playing Game Award
—*Game Player's Magazine*

"This graphic adventure is one of the most detailed, involved games I have ever played... Ys have the best musical soundtrack I have ever heard! The dozens of scores are all on the CD. If I have to give Ys a 10 for the sound/music rating, then the next best game I ever play with good music will probably get a 1. The intro to the game itself is so good, I find myself watching it over and over again. This is...the best reason to buy the TurboGrafx-CD player if you don't have one. No one can ever claim that CD-ROM games are just a gimmick ever again!"
—*Leo Pappas, Video Game and Computer Entertainment*

"Over 42 minutes of true stereophonic, high fidelity background music...two full length quests containing 1700 different screens...in addition to over 20 minutes of cinema type intermissions."
—*Electronic Gaming Monthly*

"If you're a role-play adventurer who's been waiting for a reason to invest in a TurboGrafx-16 CD-ROM unit, here it is...Ys has got it all - great graphics, engaging RPG game play and a brain draining quest."
—*GamePro*

HARDWARE

TurboExpress™

1990 Best New System of the Year Award
—*Electronic Gaming Monthly Magazine*

1990 Best Game System of the Year
—*Chicago Tribune*

1990 Best Top 100 Products of the Year Award
—*Popular Science Magazine*

"...NEC's TurboExpress, which is much more sophisticated than anything else on the market and features more entertaining games than any other potable."
—*Los Angeles Times*

"...a hand-held game machine that boasts high-quality color graphics and super sound. Even better, it uses the same cartridges as the NEC TurboGrafx16. An optional attachment turns the unit into a TV that fits in the palm of your hand. Unfortunately, the system has proved to be so popular that you might have to be patient to get your hands on one; stores sell out their stocks quickly."
—*Chicago Tribune*

"This powerful packet system is the most remarkable hand-held to yet appear, with several amazing features that elevate it above the rest of the pack. First and foremost is the quality of the screen display...The second, and more important, feature is the Express' ability to play all existing TurboGrafx-16 game software. This instantly gives the Express the largest library on the portable scene. The price is steep, but for the upscale gamer who wants the best, the TurboExpress is the ticket to take. BEST NEW SYSTEM OF THE YEAR."
—*Electronic Gaming Monthly, 1991 Video Game Buyer's Guide*

TurboGrafx™-16 System

Macaulay Culkin plays Kevin McCallister, who has to defend his house against a pair of bumbling burglars in the movie Home Alone. "...Macaulay says his primary goal in life is to get his own TurboGrafx-16 video game system..."
—*New York Times News Wire Service*

"...The TurboGrafx-16 has the most impressive graphics, color and sound of all the new systems."
—*San Francisco Examiner*

Not Necessarily the News

By The GamePros

It's that strange part of the year, GamePros, when the realities of the magazine biz challenge your sense of time (and test your patience). We all know that the Summer '91 Consumer Electronics Show is the place to see the latest in video game hardware and software. You know that CES just closed shop in Chicago a few weeks ago. Unfortunately, we can't share with you what you know we've just seen because as we put this issue of GamePro together the show hasn't happened yet. Confusing, huh.

So, until we can report back to you, here are some of the things we expect to see at CES. Also, check out the previews in this month's ProNews Report.

Obviously, the hot systems non-news is the Super Nintendo Entertainment System (still on track for a September or October '91 debut) and its games. Look for Actraiser from Enix and Darius Twin from Taito (see Overseas ProSpects, this issue). Capcom's list includes Final Fight and Ghouls 'n Ghosts. Konami counters with Castlevania IV and Teenage Mutant Ninja Turtles. Electronic Arts is doing John Madden Football and Lakers vs. Celtics. Asmik's got supersonic combat in D-Force. Irem's firing up Super R-Type.

In hardware news, Atari's still growling about its Panther system. Camerica's flashing peeks at their compact disk game player for the 8-bit NES and an awesome portable 8-bit NES/Game Boy clone-combo (see the Cutting Edge, this issue).

Eight-bit NES carts continue to come on strong. Dragon Warrior III is due from Enix. Konami promises King's Quest V and Contra III. Tecmo's unleashing Ninja Gaiden III and Super Tecmo Bowl. Capcom? Think Mega Man. Hi-Tech Expressions is playing cat and mouse with Tom and Jerry, and it's about to unveil America's doll – yes, Barbie! Camerica's got 20 games, some in multi-game carts. Batman returns from Sunsoft. Hot-B's gone fishing with Blue Marlin. Koei's going crazy with Napoleon in L'Emperor. Electro Brain promises Boy and His Blob II.

Handhelds are still hot, and the Game Boy's still leading the pack. Bullet-Proof's Faceball 2000 puts on a happy face with four-player dodgeball. Battletoads will hop out of Tradewest. Wizardry will work its magic for Nexoft. Ultimately Ultima will show from FCI. And everybody knows Mega Man's due from Capcom (see GamePro, February '91). The Game Gear's gearing up with Shinobi, and the Lynx's backlog of great-sounding games includes Stun Runner and NFL Football.

The TurboGrafx-16's Fall lineup is this issue's Buyer's Guide, and the latest and possibly greatest Genesis carts were featured last month. But when you think Sega, also think number "2" as in Joe Montana and Golden Axe.

Okay, fellow 'Pros, those are a few tidbits from our notebooks. Get out your scorecards and tune in to the next issue of GamePro – but cut us some slack if we miss a few.

Graphics: Judges the cart's pix, animation, and artistic design; **Sound:** 5 = Turn up the volume! 1 = Noise pollution; **Gameplay:** Rates how smoothly the game's command interface and controller functions translate into onscreen action and fun; **FunFactor:** Here's the bottom line: Is it fun? **Challenge:** Rates the computer's smarts and game skills, but remember a low rating here isn't necessarily bad and vice versa. See Graphics, Sound, Gameplay, and especially FunFactor.

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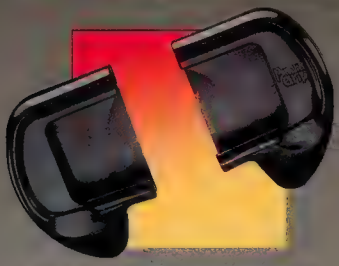

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Desperately Seeking Originality

I totally agree with Jonathon! (See The Mail, *GamePro*, May '91) He is right about the games that are out right now. For example – Commando, Bionic Commando, Ikari I, Ikari II, and Ikari III are so similar it almost feels like you're playing the same game. StarTropics and Battletoads are about the only two good games with great plots and characters to come out within a four month period. The rest of the games are the same old stuff.

Jeremy Wise, Longwood, FL

I'm writing in response to the letter Jonathon Cocco wrote regarding the video industry, and I have to say that I agree with him 100% on the matter. I've played a great many games lately and I've beaten most of them during a two-day rental. Some games I can play over and over, and some of them insult my intelligence. They should make action games where you have to do more than mercilessly strike people down and add a little depth to the characters. Maybe then they would get more attention. What's going on with those video games manufacturers?

Derek North, Colorado Springs, CO

Irate about Ratings

I am writing in response to an item in the May issue's ProNews Reports. The notion of holding the release date back on Razor Soft's StormLord because of a little skin is ludicrous. What is it with game editing in America? This so-called controversy would be non-existent in Japan. Sega of America has already ruined one great game, D.J. Boy. I agree with Razor Soft in that some T.V. commercials are more revealing than the little that is shown in their cart. They should leave StormLord as is! P.S. I would love to hear more views on this subject from other readers.

Michael Carney, Denver, CO

What Happened to BDL?

I'm an avid gamer who's interested in learning about the BDL Nintendo color compatible handheld. I also want to know when it's going to come out. I saw the May 1990 issue and the October 1990 issue, but other than that there hasn't been any more information on it. Please shed some light on the subject.

Nick Siebel, Cincinatti, OH

(You're in luck, Nick. It just so happens that we're including some additional coverage to the BDL system in this month's Cutting Edge. So, flip to page 12 and dig in! – Ed.)

Honesty Is the Best 8-Bit Policy

I hope I won't have to worry about this, but how do you rate your games? If you're like other magazines, you probably rate games by a 16-bit standard. I hope this isn't true. It seems I can't get a good rating on a Nintendo game anymore because of Genesis, the TurboGrafx-16, and other arcade-quality graphics systems I don't own, or ever will. The question is: can I get an honest rating from your magazine, or do I blow my money at the local video store on low quality games for the NES?

Jason Hall, Fuquay-Varina, NC

(Jason, we can assure you that when we sit down to review 8-bit games, graphics and all, we compare that particular game's graphics, honestly and fairly, against other top 8-bit titles we've seen, played, and/or reviewed. There are such vast differences in memory and color capabilities between 8-bit and 16-bit graphics, that to compare the two would be not only be unfair, it wouldn't make any sense! – Ed.)

Atari 7800 – An Endangered Species?

I own an Atari 7800. I get all my new games only from the Atari mail order department because I can't get them anywhere else. I'm wondering what the future holds for the 7800?

Edwin Nelson, Chicago, IL

(On your behalf, we queried Atari about the future of the 7800, and the President of Atari Corporation, Larry Siegel, was kind enough to reply personally. So, Edwin, here's your answer straight from the top: "In response to your 'Dear Editor' letter, Atari would like to offer some comments. The 7800 is and will be a part of our overall game programs. Our strongest sales on this unit recently have been in Europe. We have many new cartridges coming for the unit. As the market here in the U.S.A. moves toward color handheld and more advanced console systems, retailers have been cutting the shelf space available for 7800 titles. We will continue to support the system with new software, but I suspect gamers would be better served by investing in a Lynx or our new 32-bit console system we will unveil in early 1992.

Thanks for your continued support on the 7800.

Regards,
Larry Siegel
President, Atari Corporation")

T.V. Or Not T.V.

I have read that there will be a show called "GamePro." I also read that the host will be JD Roth. Is this your idea? If it is, when will it be on? What channel? What time?

Anthony Changho, Cranbury, NJ

(Well, Anthony, you're on the track, but we don't want to spoil the whole mystery just yet. Then again, we don't want to send you away totally empty-handed, so here are a few more tasty clues. Yes, there is a T.V.-related project currently in the works (our idea) and, yes, there is a strong possibility that JD Roth (former host of the hit series Fun House) might be our main video-host man. That's all for now. Stay tuned into the upcoming issues of GamePro for further details. – Ed.)

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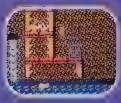
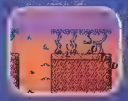
It's showtime – courtesy of Me–the "Ghost with the most!"



How'd you like to help me scare those silly folks out of your house and *their* wits? We'll soar through 8 horrific levels (you're gonna love the Afterlife Waiting Room) taking on Killer Giant Beetles, Legs Without Heads and other gruesome creatures. One wrong step... and you're food for the Sand Worm. Here's a tip: Buy scares from the Recently Deceased Information Booth, they're your best weapons. So, join me in the Neither-world... **and make my millennium!**



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CUTTING EDGE

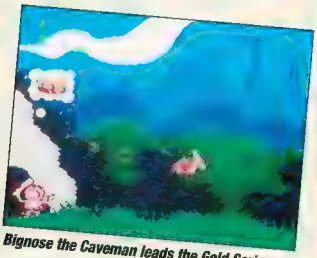
By the Whizz

Only from Camerica

Unless you've been locked up in solitary confinement or (gasp!) not reading *GamePro* magazine, you know all about the Game Genie and the giant-killer stance Galoob Toys is taking versus Nintendo over that innovative Camerica device. But the Camericans have no intention of sitting on their, uhh, hardware. Once again they've fired up their U.K. connection and recruited the high-tech boys at Codemasters to conjure up some killer 8-bit products.

Multi-game Carts and the Superchip

Over the next eight months, Camerica plans to release 20 new games on 14 different carts (see ProNews Report, *GamePro*, May '91). Hold on, math nuts, we know the the numbers don't seem to add up. Camerica's got multi-game carts, the Gold Quattro Series which packs 2 megs and features four 512K games. Now,

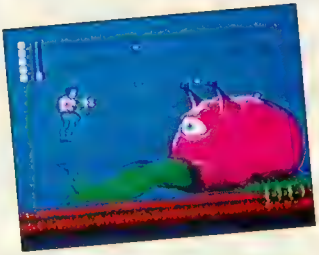


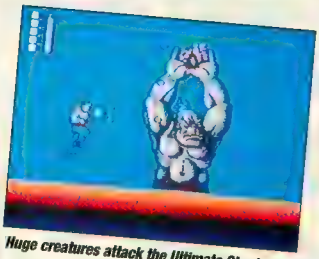
Bignose the Caveman leads the Gold Series.

most multi-game carts flow out of the Asian video game marketplace. Maybe you've seen 64-in-1 or 100-in-1 carts. But the puny memory size (usually 1 meg max) downgrades graphics quality, and they aren't full, multi-level games. Camerica's software gurus have come up with some slick programming tricks that

The Ultimate Stuntman's Superchip graphics.

enable each Gold Quattro game to fit a full cart's worth of game-playing in one fourth the space.





Huge creatures attack the Ultimate Stuntman.

And look! Up in your TV! It's Superchip! The new Camerica Gold Series carts feature a customized slab of silicon that enables the 8-bit NES to paint 16-bit quality graphics! All Gold Series carts will contain a Superchip, which manipulates all the graphics in the game. In addition to knockout graphics quality the Superchip will treat you to some of the largest NES sprites to ever jump out of your deck.

At Last, the Two-headed Monster

Have your NES and your Game Boy, too. If this sounds familiar it's because this is actually the near-legendary BDL handheld that's been sneaking around the video gaming dimension (see ProNews, *GamePro* October '90). This awesome color portable is reportedly slightly bigger than a regular Game Boy with a large backlit color screen. It plays regular NES carts and uses your two regular NES controllers or joy sticks, too. To play Game Boy carts you slip them into what looks like a regular 8-bit cart with a back pocket. Sound cool? Get this. You can connect the unit to your TV, too. That means Game Boy games on a big screen. Wow!

8-bit CD!

Not too many details available about this one so don't call us, yet. But basically, if you're an 8-bit owner who's been slavering over 16-bit CDROM games, get set for your own compact disc action if you've got an ordinary compact disc player. Camerica's CD interface box has the dimensions and looks of a regular 8-bit cart. You simply plug it into the ear phone jack of an ordinary CD player and then connect it to your NES. Slip a specially formatted CD into the CD player and – showtime! No, you can't play any other type of CD games on the unit and, so far, Camerica plans to be the only source of games.

The Camerican Dream

Camerica seems determined to walk where few companys dare, along the cutting edge of video game technology. They're on a mission to give 8-bit gaming a new lift, and undoubtedly drive Nintendo a little bats in the process.

DEAD HEAT SCRAMBLE

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[illegible] Heat Scramble!

[illegible] Mode: Race against the clock!
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Jumbo Osaki Hole-in-One Golf

By Fanatic Fan

Here are some guidelines to success as a manufacturer in the Japanese gaming market. First, wait for a great piece of hardware to appear (such as the Super Famicom). Next, set to work designing a baseball or golf simulation before too many other companies get the same idea.

Tee it up and decide your best route to the hole.

The Super Famicom has been out for several months now, so it should come as no surprise that the first wave of golf games are hitting Japanese retailers. Leading the charge is Jumbo Osaki Hole-in-One Golf from Hal America (known as "Halken" or Hal Labratories, Inc. in Japan).

Jumbo Osaki is a well-known professional golfer in Japan. While it's a safe bet this game will be released in the US, you can also expect Mr. Osaki to be 'sliced' from the packaging – possibly to be replaced with a golfer more known to the American market.

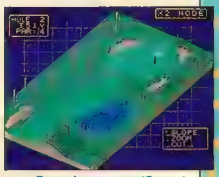
Between holes you get a slick "fly-by" view.

Hole-in-One Golf enables up to four players to compete on a beautifully portrayed, 18-hole golf course. You get great fly-bys and overhead views of every hole. Another slick 3-D graphic feature enables you to "chop" any hole into sections against a cross-sectioned grid so you can examine the terrain before you make a shot.

Great closeups on the greens!

You can play a standard tournament or a Skins match (where you earn a point for each hole you beat your opponent). There's also a practice mode to improve your game at any hole on the course.

Hole-in-One has some nice extras such as a zoom mode and a close-up view that focuses on a particular portion of the green. There's also a password feature that enables youto save well-played holes.



Focus in on a specific part of the course.

Hole-in-One will entertain scratch golfers and chip n' putters alike. And you don't even have to know who Jumbo Osaki is.

Jumbo Osaki Hole-in-One Golf by Hal

Actraiser

By The Unknown Gamer

When you first click on Actraiser by Enix for the Super Famicom you know, as Balki on the TV show "Perfect Strangers" would say, "you stepped in something good!" Actraiser is a real mindblower!

Actraiser's gameplay is a great merge of action and strategy. Consider it a cross between Populous and Wizards and Warriors. You start as an angel blessed with the power to populate a world. Your world has six lands, and once you create the people you must protect them and help them to prosper. Can you say, "God for a day?"

We built this city on rock and roll...and a little bit of divine intervention.

Every level is divided into three stages: intense fighting, a population explosion, and then more fighting. The game begins with you spiralling downward – it feels like parachuting without the chute. By the time you land you no longer look like an angel – now you're the statue of a mighty warrior come to life with an awesome sword and some magic powers, too. You leap into hardcore, horizontally-scrolling hacking and slashing to reach the end of the stage and defeat a boss creature.

After the first stage, you're an angel again, hovering above a small village. From this overhead perspective, you lead the people of the village as they build roads and buildings. "Be fruitful and multiply!" you shout from the heavens. And the peasants obey. Once you help your people destroy certain evil symbols they grant you more power. You'll need it, too, in order to tackle another stage overrun with monsters and other weirdos. Every level from here on features world-building and intense fighting.

When a cab isn't handy catch the next best thing – a seagull float!

When you settle your world and finish the game, your reward is an even more intense action game. Play again, and you can enter a Special mode. Here you refight the side-scrolling stages, but the monsters are faster and harder to kill.

Slash your way through traps and enemies.

Actraiser is the first Super Famicom product to seriously blow us away. And crank up your television – the soundtrack of this game is radical! It truly is the future of gaming.

Actraiser by Enix

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Darius Twin

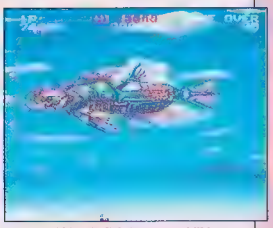
By Charlie T. Aslan

Here's an intergalatic shoot 'em up featuring some awesome enemies. Darius Twin is a one or two-player simultaneous shooter starring some baddies that belong under the sea. Spaceships shaped like fish... what were those alien bozos thinking of down in the design department?

High detailed, multi-scrolling backgrounds bring the game alive.

And check out the big boss – a full-screen shelled monster that resembles a hermit crab with a gland problem. If Crabby can't grab you with his claws, he'll blast you with fireballs. This dude needs to be shelled and turned into crab cakes!

Darius Twin is a horizontal shooter like Gradius III, but you won't see as many enemies on the screen simultaneously. But another difference is that the game never slows down – one of the more frustrating features of Gradius III.



This big fish is easy to kill by firing at his head.

You pilot the Silver Hawk Quadron on a mission to conquer the enemy using missiles and bombs. By destroying certain enemy objects you can increase the fire power of your ships by catching the colored power spheres they leave behind. Of course there are plenty of big bosses to challenge you – if you make it that far. Killer Hijia, the giant barracuda ship, Dark Coronatus, the hideous sea horse, and Full Metalshell, a giant turtle, are just some of the baddies waiting for you.

This boss only takes damage when it's shell is open.

On the options screen you can select how many lives you'll have (three to eight maximum). We suggest going with the max – there are 12 planets you'll have to conquer – you'll need every last ship!

Multi-scrolling backgrounds make Darius Twin great to look at. And once you get to the higher levels, the multi-scrolling gets super complex!

If you have an urge for fish blasting, look for Darius Twin in the U.S. some time before Christmas 1991.

Darius Twin by Taito (8 megs)

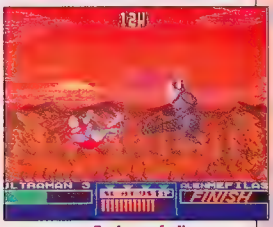
Ultraman

By Charlie T. Aslan

In the Sixties and Seventies, Japan was a place constantly under attack by monsters. You think tornadoes and earthquakes are destructive, try living in a city where a giant lizard stomps on your savings and loan before you get to deposit your weekly pay check!

It's curtains for Telesdon!

Eventually, these colossal creatures crossed the Pacific to overrun the U.S. If you love monster movies, you've probably sat through at least one rubber-costumed Japanese creature flick. Godzilla, Ghidrah, Mothra, Rodan (the flying lizard, not the artist!) – the list goes on and on. And once these creatures were through scaring us in films, they attacked us at home via our televisions.



Pardon my foot!

Leading the way was a half-hour show entitled "Ultra Man." The plot was simple. Haiyata, an average joe working as a photographer for the Science Patrol (a sort of intergalactic police force), finds himself constantly encountering huge monsters – a different one every episode! Fortunately, when Haiyata lifts a special Beta Capsule into the air, he becomes Ultraman, defender of truth and a dude who really hates lizards – especially large ones!

Ultraman is Bandai's first release in Japan for the Super Famicom. It's a ten level head-to-head battle game, as you take on the role of the aluminum foil-coated warrior from space.

Ultraman returns to the skies after every successful mission.

Ultraman features all the great monsters from the Seventies series, even Mefilas, UM's arch rival. However, these behemoths won't be in attendance when the cart makes it appearance in America. A new Ultraman TV series starts this Fall on syndicated television, so according to Bandai, the U.S. version of the game will feature a new series enemies.

Whichever version of Ultraman is for sale come Christmas you can count on one thing – it will be a MONSTER hit!

Ultraman by Bandai

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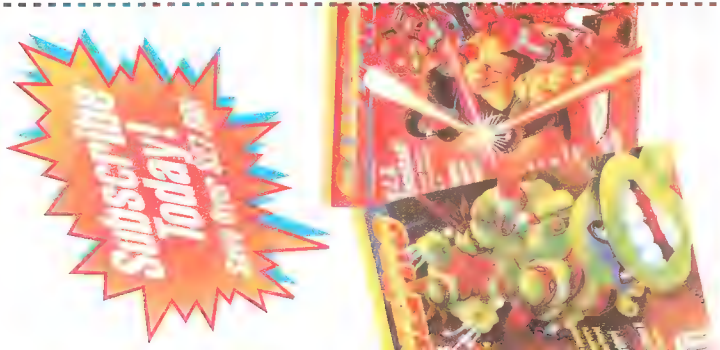

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AT THE ARCADES

By Hack 'n Slash

Yeah....so we took a little break! Thanks for sendin' in all that mail to let us know how much you missed us – one postcard with postage due! Just for that...we're baaaaaaaack!

Since it's baseball season we couldn't overlook Clutch Hitter. We found Fanatic Fan bogartin' the darn thing, so guess who's guest writing the review? But home runs aren't the only things flyin' high this month. Strap in for supersonic action with F-15 Strike Eagle.

F-15 Strike Eagle

(MicroProse Games)

F-15 Strike Eagle is NOT just another combat flight simulator. The graphics are awesome. In fact, you might get dizzy, so lay off the junk food before you fly. But what will really knock you out is the ability to fly just about anywhere you want to go. Spend all your time sightseeing, however, and either the bad guys will knock you out of the skies or you'll run out of precious fuel.

You take off on six missions that really circle the globe. You'll combat enemy aircraft, ships, tanks, and the kitchen sink in murderous scenarios called the Gulf, the Arctic Sea, the Front, Dog Fight, Night Mission, and finally the brain-straining Canyon. Your basic goal is to kick some enemy afterburner, but as you survive your sorties you'll work your way up the ranks. If you distinguish yourself in combat, you even earn medals with a slick animated ceremony at the end of the mission. Naturally, the Medal of Honor is tops.

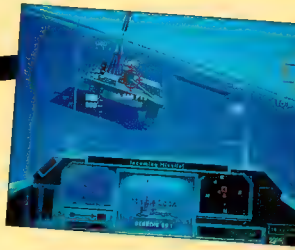
F-15 Strike Eagle is an aerial combat coin cruncher that's strictly for top guns. It's a guaranteed quarter gobbler.

(Jump onto the F-15's controls right now and MicroProse has a special tee-shirt promo for arcade aces on until December '91. See your local machine for details.)

PROTIP: Fly under oil rigs and other likely (or even not-so-likely structures) to earn bonus points.

PROTIP: You don't have to actually land back at the base to successfully complete a mission, just reach the area any way you can even if you have to crash.

PROTIP: When it's time to replenish your armaments, remember you must have decoys to survive the game.



Clutch Hitter (Sega)

Drop everything, baseball nuts, and find an arcade! Now look carefully...do you see it? It's every fans' dream machine – Sega's Clutch Hitter.

A bunch of whiz kid programmers, with an obvious love for America's pastime, have merged a great baseball video game with a Major League Baseball Players Association license. The result is everything you could ever want in a baseball video game. This game not only plays great, but it features all your favorite ballplayers, too. And the players in the game LOOK like their real life counterparts. Heck...they even PLAY like their real life counterparts!

Clutch Hitter has an eight-way joystick and a three-button control system. You can play one or two-players, choosing either the last game of the season, a tournament, or an all-star game featuring the 1990 all-star lineups.

Drooling yet? There's more! The machine keeps tabs of your players' stats throughout a session so your batting averages, homerun totals, etc., change as your play continues. You'll see closeups of great plays! Instant replays! Scratching and spitting! Borrow a quarter and check this baby out! It will be love at first bat, if not, yer outta here!

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GAMEPRO

Chapter 21: Earthbound! Part 2

Alex West, an extraordinary videogamer, has been suddenly transported off Earth and into the Video Dimension by the wizard Zardoth. Although existing on a separate plane of existence, the Video Dimension shares an electromagnetic bond with Earth, for in this dimension all the worlds and creatures of video games are a **reality**! Zardoth seeks Alex's exceptional video gaming skills to defeat the menace of the Evil Darklings – a cruel shape-changing race that has overwhelmed the Video Dimension, and is intent upon finding a way to launch a full-scale invasion of Earth! Alex's only hope of returning to Earth is to enter various video game worlds and seek out and destroy the Evil Darklings influence within. To aid Alex's mission, Zardoth has magically bestowed upon him the uniform and powers of GAMEPRO the ultimate video gaming champion!

Writer/Artist: Francis Mao Art Director/Co-plotter: Michael Kavish

PREVIOUSLY: GamePro has been dispatched onto the world of Bonk's Adventure in search of a hidden Evil Darkling menace. At that moment, in another part of the Video Dimension, the Evil Darklings had perfected a method to cross the interdimensional barriers to Earth, and successfully transported the newly reprogrammed Stalker into Alex West's apartment! Zardoth alerted GamePro to this drastic turn of events, and told him that he could transport GamePro back to Earth only after he had defeated the hidden Evil Darkling in Bonk's Adventure Meanwhile back on Earth, only a few moments after his arrival, Stalker was startled by someone knocking at the door – it was Alex's girlfriend, Kelly. Utilizing his shape-changing powers, Stalker transformed himself into Alex's likeness to usher in an unsuspecting Kelly.

TECHNOS!
SEEKER!
ARE YOU BOTH FULLY FUNCTIONAL?
WE ARE AT YOUR COMMAND!
TRANSPORT COMPLETED, DR. SSYTH!
PREPARE FOR THE NEXT TRANSPORT!
ZZASHH
NO!
THE TRANSPORT FAILED!
THE AGENT IS DEAD!
OUR SYSTEMS ARE OVERLOADED!...WE ARE NO LONGER ABLE TO TRANSPORT!
YOU MUST PROCEED WITH YOUR MISSION!
YES! BY YOUR COMMAND!
CREATE AN INTERDIMENSIONAL BRIDGE LARGE ENOUGH TO TRANSPORT THE ENTIRE DARKLINGS INVASION FORCE!...
UNDERSTOOD!
WITHIN THE VIDEO DIMENSION: ON THE ASTEROID BELT WHERE THE EVIL DARKLINGS ORIGINATE THEIR INTERDIMENSIONAL TRANSPORT, DR. SSYTH AND THE SUPREME OVERLORD CONFER ABOUT THE DOWNTURN OF EVENTS...
OUR TRANSPORTER IS USELESS! STALKER MUST MAKE DO WITH THE TWO AGENTS...
I AM NOT WORRIED...
EVEN ONE DARKLING WARRIOR IS ENOUGH TO VANQUISH THE EARTHLINGS! ...
SOON, THE ELECTROMAGNETIC POWERS OF THE EARTH DIMENSION WILL BE MINE!!
ONLY ONE FACTOR CAN DISRUPT OUR PLANS...ZARDOTH AND HIS LACKEY!
CENTURION! REPORT THE STATUS OF ZARDOTH'S AGENT!
SENSORS INDICATE THAT HE IS CURRENTLY ON PLANET XG122-f.
PUT IT ON SCREEN!
BY YOUR COMMAND!
DR. SSYTH! ZARDOTH'S AGENT HAS MADE CONTACT WITH OUR OPERATIVE ON THAT PLANET...!

ON THE WORLD OF BONK'S ADVENTURE...

GO FOR THE HEAD! THAT'S HIS ONLY WEAK POINT!

KZAP!

I'LL TAKE CARE OF THE BOULDERS!

BONK WILL BONK TRACTOR-HEAD!!

WHAMM!

LOOK!

TRACTOR-HEAD WAS REALLY THE HIDDEN EVIL DARKLING!

EVIL DARK?

AND NOT A MOMENT TOO SOON!

ZARDOTH! YOU'RE HERE!

UPON DEFEATING THE EVIL DARKLING AGENT, YOU REMOVED THE BARRIERS PREVENTING ME FROM ENTERING THIS WORLD...

WE MUSTN'T WASTE ANOTHER MOMENT! I MUST RETURN YOU TO EARTH!

YOU SURE YOU CAN DO THIS?

YES...

...THE EVIL DARKLINGS HAVE LEFT OPEN A TRAIL THROUGH THE INTERDIMENSIONAL BARRIERS TO EARTH!

YOU WILL MATERIALIZE BACK IN YOUR OWN HOME!

I CAN'T BELIEVE IT!

I'M GOING HOME!!

GOOD FORTUNE, ALEX! YOU MUST STOP THE EVIL DARKLINGS ON EARTH!

NO!

ZARDOTH MUST NOT SEND HIM BACK TO EARTH!

STOP HIM!

CENTURION! TERMINATE ALL POWER TO THE RECEPTION POINT ON EARTH!

NOW!

"WITHOUT A RECEPTION POINT AT THE OTHER END OF THE TRANSPORT TRAIL..."

"...HIS ATOMS WILL BE SCATTERED THROUGHOUT THE VIDEO DIMENSION!!"

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*If you didn't take the first G.A.T. (questions 1–7)—no problem. It's never too late to become a Genius!

G.A.T. QUESTION #8

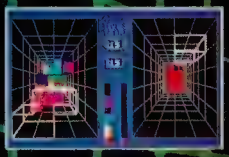
Q: LAKERS VS. CELTICS AND THE NBA PLAYOFFS, IS THE ONLY GAME WITH:

A. Full-court fastbreak action featuring 10 hot NBA teams.
B. Real NBA players slamming, jamming, and firing 3-point bombs.
C. Half-time highlights, refs, and authentic player statistics.
D. All of the above.
E. L.A. glamour geeks and Boston leprechauns going 5 on 5.

G.A.T. QUESTION #9

Q: BLOCKOUT™ IS A BLAST-ACTION PUZZLE GAME WITH A UNIQUE 3-D PERSPECTIVE AND:

A. Nearly 750 combinations of blocks and pit layers.
B. 11 challenging skill levels.
C. A centerfold from the Pork Farmers Journal.
D. A "rep" for being addicting.
E. All of the above except for the picture of the pig.



G.A.T. QUESTION #10

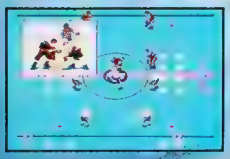
Q: IN CENTURION THE ONLY THING YOU *CAN'T* DO IS:

A. Shatter your opponents' chariots, and whip their sorry behinds.
B. Excoriate gastropod lifeforms.
C. Crush Rome's enemies on land and sea.
D. Date Cleopatra, ranked #1 on the all-time "bad" chicks list.
E. Scare the ----- out of the Carthaginian elephant cavalry.

G.A.T. QUESTION #11

Q: NHL® HOCKEY GIVES YOU ALL THE FURIOUS ACTION, CRUNCHING SOUND, FLASHING BLADES, AND HARD-HITTING ____ OF THE BEST PLAYERS IN THE WORLD.

A. Hip checks.
B. Bounced checks.
C. Brooding Czechs.
D. Rice Chex™.



G.A.T. QUESTION #12

Q: IN PGA TOUR® GOLF, HOW CAN YOU FINISH IN THE MONEY?

A. Use the unique 3D contour grid to "read" the greens.
B. Let our pros help you master special shots—chip, punch, putt from the fringe and more.
C. Play tough against 60 PGA TOUR pros, on real courses, in real tournaments.
D. All of the above.
E. Fluff up those dorky tassel things on your golf shoes.

G.A.T. QUESTION #13

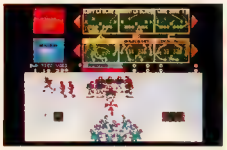
Q: IN MIGHT & MAGIC® YOU SAVE THE MYSTICAL LAND OF CRON FROM A CENTURY OF EVIL WHILE PLAYING:

A. Six different fantasy roles in a band of heroic adventurers.
B. Yahtzee™ with nasty boys.
C. Dodgeball in traffic.
D. *Stairway to Heaven* 326 times on the accordion.
E. Knobby the wonder dog.

G.A.T. QUESTION #14

Q: THE ONLY THING JOHN MADDEN FOOTBALL™ *WON'T* GIVE YOU IS:

A. Over 100 pro-style plays from John's own playbook.
B. The speed and power skills of *real* pro players.
C. Chronic turf toe and nervous dry heaves just before kickoff.
D. Dives, spins, tough tackles, audibles, and penalties.
E. A chance to win the "big show" on Super Sunday.



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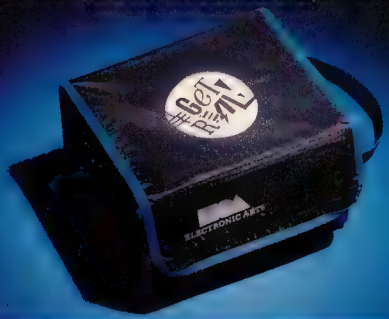

ANSWERS TO G.A.T. QUIZ PART 1:

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_____I would like to be a Genesis game advisor to Electronic Arts. Give me a call sometime.

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ELECTRONIC ARTS™

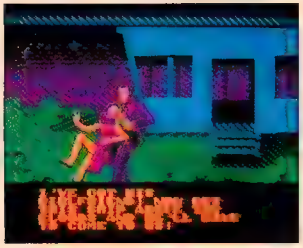
PRO REVIEW

The Rocket

By Slasher Quan

In The Rocketeer, Cliff Secord, an aviator by profession, gets a shot at his ultimate fantasy – to fly without an airplane – when he finds an awesome rocket pack. Trouble is, this amazing gizmo already belongs to someone else, and you can bet he wants it back!

Set in 1939 and based on the soon-to-be-hit Disney film, The Rocketeer has all the key elements of an Indiana Jones-type epic adventure: Secord's the unsuspecting hero who must expose the gang of criminals who would kill for the rocket pack, Nazis have kidnapped Secord's girlfriend, Jenny; Neville Sinclair, a hip European movie star but secretly a Nazi sympathizer, is the ringleader responsible for the misdeeds.



Neville Sinclair's a bad man!

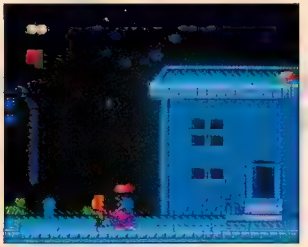
Fly Guy Artillery

For a mundane pilot, Cliff sure packs a mean set of guns. He's armed with two types of Guns, a Rifle, Hand Grenades, and a devastating Bazooka. They all use the same generic ammo, in direct proportion to their destructiveness. If Cliff runs low on bullets, he can always bust a few uppercuts. Motion lotion (a.k.a rocket fuel) keeps Cliff's rocket pack flying, and hearts keep his vital signs on the positive side. All three items can be wrested from Sinclair's thugs or found along the way.

Use the pistol during this rooftop confrontation.

PROTIP: Punch panels, lockers, tree stumps, and other likely background features for hidden prizes. Also, here's a quick power-up trick: If a hitman jumps out of a doorway and he's carrying an object, more of his colleagues will follow, also bearing gifts.

Bandai's new title earns a thumbs up in the gameplay department. Secord handles well on land or up in the sky, and his arsenal has the potency to handle all comers. The only nit-pick is that you can't pause the game as you shuffle weapons.



The streets are mean in this game.

Not Untouchables

Sinclair's heavies are supposed to be badder than bad, rougher than rough, meaner than...well, you know. But in practice their onslaught is pretty dull. Most assailants just sit still and continuously shell you or charge recklessly into your waiting fist. One of this game's weak points, in addition to a flat music score and average graphic display, is the narrow range of enemies. On the other hand, some of that patented German technology pays off big time for the bad guys especially Homing Air Mines, miniature RoboTanks, Bomb Launchers, and the overpowering Aerial Machine Gun Emplacements.

You can duck under most shots.

PROTIP: Proximity Mines are guaranteed to give feisty heroes like Cliff fits. To bypass one, move in close, wait for it to rise to shoulder height, and duck just as it detonates. Timing is everything!

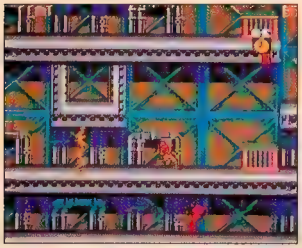
PROTIP: Eradicate the Enemy Rocketmen with a barrage from your trusty pistols. Don't take to the air or you'll catch a few rounds in the chest; these guys are best dealt with on foot.

PROTIP: Avoid altogether grenade throwers who toss their loads from high-up windows. Keep moving and you'll make it through in one piece.

PROTIP: The toy-sized RoboTanks fire in a pattern. Hop over their blasts and get in a return volley before the next shot.

Cruisin' for a Bruisin'

Crime-stopping sounds like the matter at hand for protagonist Cliff ("watch out for that treeeeeee") Secord, but it's more a question of survival first and sweet revenge later. The plot unfolds in dramatic cinema interludes between each of the six Chapters, which may not hold a proverbial pixel to the Tecmo theater in the Ninja Gaiden series, but definitely capture the edge-of-your seat movie atmosphere. Every act transpires in a different setting, including a hangar, a night club, and even inside a mammoth zeppelin.



You get six multi-level Chapters.

Chapter 3 begins at the Bull Dog Cafe.

If Cliff takes one too many bullets in the teeth, he gets unlimited continues and/or a password. Even with these aids bringing Sinclair to justice is a challenge fit for any super hero (or Gamepro).

PROTIP: Here's a sure fire strategy for the gyrocopter at the end of Chapter One: stay left and restock your weapons, life, and rocket pack from the troopers who float down, and then zoom up and aim for the nose of the chopper with your bazooka. For an accurate lesson in gyro-thrash tactics, watch the demo mode.

PROTIP: You can easily pass over many stages, such as the first one in Chapter Three, by using the rocket pack to skim through the clouds.

PROTIP: Lothar of the Aryan people confronts Cliff in Chapter Three. Get up in his face with one-two combinations (and insults, if they help) for an easy K.O.

PROTIP: In Chapter Five, stage two (the park), there's a secret bonus area in the tree tops at the beginning of the third stretch of forest. Don't pass this up as it contains a purple heart that heals all of your wounds.

PROTIP: Destroy the grey controlling radar dish in the first stage of Chapter Six, to deactivate the Electrofields. Use punches to save ammo, but wreck the Aerial Machine Gun Emplacement first. After the radar's dust, use the unlimited item door nearby to power up.

The Rocketeer takes off!

Crash Landing

In many ways, this cart is first cousin to earlier stalk-n-snipe blockbusters like Rolling Thunder and especially Rambo. The rocket pack flying is really the only original addition to this oft-used theme. This and the predictable enemy attack patterns may leave most rocket jocks only partially satisfied with The Rocketeer's valiant performance.

The Rocketeer by Bandai
Price not available
Available now, 2 megs

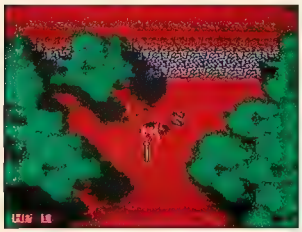
ROBIN HOOD
Prince of Thieves

By Andromeda

England's in trouble and who better to save the day than the legendary Robin Hood! To save the realm from the evil Sheriff of Nottingham, Robin must break out of prison, return to Sherwood Forest, and defeat the Sheriff and his sidekick, Mortianna the Witch.

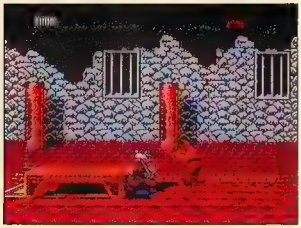
Adventures in and out of Sherwood Forest

As Robin of Locksley, a.k.a. Robin Hood, you're the star of this one-player cart. Robin's adventures include a journey into a haunted well, a battle with a wild boar in Sherwood Forest, a tryst with Maid Marion in Dubois Manor, and getting to the church on time to stop a wedding.



Robin's the best swordsman in NES England.

This combination role-play game and action/adventure cart (similar to the Adventures of Link) has a little bit of everything, including overhead role-play style adventure sequences, sideview horizontally scrolling one-on-one swordfighting called a Duel, and a free-for-all Melee where Robin's band battles the Sheriff's men in overhead-view combat.



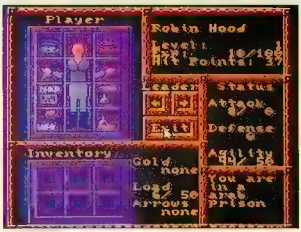
PROTIP: Here's an effective Duel tactic. Back up against a table or any other obstacle, crouch, and wait for your foe to come close. Then, stand up and quickly slash him repeatedly, then return to a crouch.

Fish from the Arab Tower to the Pear

The role-play aspects are the backbone of the game, but they're nicely blended with the adrenalin-pumping hack and slashing. As Robin gathers his Merry Men and battles with the Sheriff's forces he also earns points to increase his strength and build up his experience level.

PROTIP: The Catacombs are a great place to build up Robin's experience points and grab special items. Position Robin in a narrow passageway and then stand and fight the soldiers as they come at you.

Throughout the game Robin also searches for items that he needs – everything from a leg of mutton to restore his Hit Points to special items such as letters that contain clues to help him on his journey. A special menu screen enables



You can't manage your gear without a menu.

Robin to eat or drink, read, examine, swap weapons, and check out his inventory of items.

PROTIP: Yellow Potions restore health and Red Potions help you move faster. Save your Red Potion for your visit to the Cathedral.

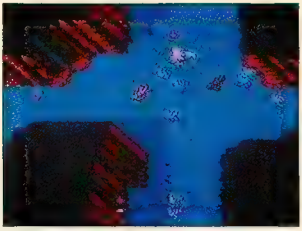
PROTIP: Don't forget to grab the hidden torch in the Arab Prison or you'll be in the dark in the Catacombs.

PROTIP: If you want to get into Dubois Mansion to see Marion, you'll need to show the guard something to prove you're a Locksley.

PROTIP: The best way to climb down into a Well is to use a rope!

PROTIP: When you reach the Forest search for the Long Bow and grab every Quiver of Arrows you see. Now Robin can defend himself from a distance, and he suffers far less damage.

PROTIP: Whenever you see a "dead body" use the Search command.



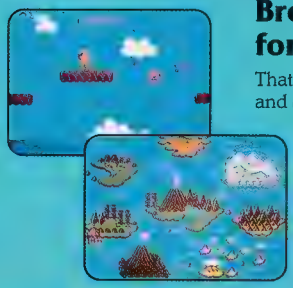
Melee is a wild free-for-all.

Have at 'Em

Robin Hood, Prince of Thieves brings an enduring legend to the little screen in an entertaining way. Great graphics, including good-looking digitized images of Robin and the lovely Maid Marion, combine with realistic sounds such as the clashing of swords to give the game a nice feel in conjunction with the lively mix of role-playing and swordplay. But advanced gamers take note: Robin Hood is designed to appeal to younger players and novice gamers. Looking for adventure? Be a legend in your own time.

Robin Hood, Prince of Thieves by Arcadia
$49.99,
Available September, 2 megs

More Fun in the Sun with Adventure Island II™



Break out the sunscreen and take off for Adventure Island II.™

That Evil Witch Doctor's at it again. He's grabbed your latest honey and *dares* you to do something about it. ☐ But this is no day at the beach. You've gotta fight your way past EIGHT treacherous islands! Including a Dinosaur Kingdom with some of the creepiest critters ever to slither across a video screen. Volcanoes. Avalanches. Giant Scorpions. Killer Cobras. We're talkin' one tough Witch Doctor here! And the action really heats up with a new vertical/horizontal scroll. Plus, stage select lets you control play. ☐ ADVENTURE ISLAND II. A sure-fire scorcher! Look for it wherever you buy the best video games.

LICENSED BY NINTENDO FOR PLAY WITH THE Nintendo ENTERTAINMENT SYSTEM®

HUDSON SOFT®

Hudson Soft USA, Inc.
400 Oyster Point Blvd., Suite 515
South San Francisco, CA 94080

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By the Missing Link

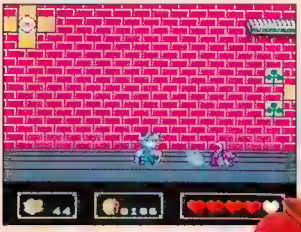
Willy the rockin' tom cat and his girlfriend Jill were the hippest, most together kitty-couple in town. Hangin' out in all the finest alleys, scaling trees, yowling at the moon; the city streets were their oyster. Alas, a cat-tastrophe put the brakes on this love story. Jill was abducted by her secret admirer, Mugsy, the town's resident dog-faced crime boss.

Willy flipped! Not only had his girl been taken, he'd been upstaged by a dog! Determined to get Jill back, Willy dusted off his trusty Punch Gun and set out to find Mugsy. Sounds like the purrrrfect revenge!

Here, Kitty Kitty

This solidly above average adventure takes Willy into the depths of Mugsy's elusive criminal empire, stretching out over five Channels (levels): Downtown Street, Sky Ace, Playland, Western Adventure, and I Love New York. You have the option to "tune" into Channels One thru Four in any order. Channel Five is strictly paws-off until you complete the others.

Uncover bags of money during your search and, for a small fee, you can take advantage of the Shopping and Bonus Channels. Here you can enter a basket ball toss or bet on the roulette wheel, as well as purchase power-up items, such as Jet Sneakers and a spiky version of the Punch Glove.



Stink attack!

We were afraid the Channel-c[illegible]osing option might skin this kitty car[illegible] its mystique and challenge, since playi[illegible] the Channels get progressively hard[illegible] you play them in normal order (One Four). On the contrary, this cart's got a "video-brain" which it uses to adjust the difficulty of each Channel. For example, if you play Channel Four first, the game automatically boosts the difficulty level of the others by upping the enemy quota. Clever Kat!

PROTIP: The best all-around weapon available on the Shopping Channel is the Twin Ball.

PROTIP: While riding atop the biplane in the Sky Ace Channel, you can easily avoid the swooping bomber planes by jumping over them.

Acro-Katics

Unfortunately, Willy didn't get in on the nine lives deal (he has three lives). He does, however, have some slick acrobatic tricks up his sleeve that help him hang onto those few lives as he dukes his way through the standard action format – lots of enemies, a middle boss, and an end boss.

By attaching his Punch Gun to ledges, lamp posts, or tree branches, Willy can swing himself around like a fan blade and take out enemies, as well as launch himself up and over obstacles. Easier said then done. The greatest gameplay challenge is learning how to do these flips and somersaults without flinging yourself onto an enemy or, in some cases, right over the edge of a cliff!

PROTIP: In the Western Adventure you can blast Indian foes right through the rocks.

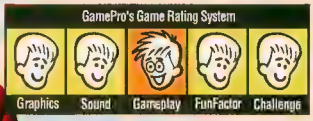
Pretty Kitty

Willy's ice blue fur and hammed up expressions are the best graphic features. Aside from that, it's pretty basic 8-bit stuff, clear but not terrifically detailed. The sounds fare about the same.

PROTIP: Go for some fast and easy bucks on Channel One. Jump onto the roof of the moving train, dodge enemy bullets by leaping over them, then grab the loot.

Kat Scratch Fever

Rockin' Kats is a cool cart and though it probably isn't the top pick of this year's Nintendo litter, its got some fresh qualities, such as great gameplay and long levels, that make bringing this Kat home worth it.



Rockin' Kats by Atlus
$49.95
Available now, 2 megs

COMPARED TO BATTLETOADS, TURTLES SEEM LIKE POND SCUM.

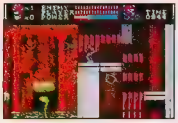
DUDE, IF YOU'RE READY FOR A GAME THAT TOADALLY KICKS BUTT, GET BATTLETOADS. WITH 12 LEADIN' LEVELS OF FIERCE FIGHTING AND RADICAL RACING, FOR ONE OR TWO PLAYERS.

TRADEWEST

Power Blade

By Bro' Buzz

Power Blade is a blast! In this futuristic, one-player fighting cart, you take on alien saboteurs in seven Sectors of rowdy, sideview, multi-scrolling, extraterrestrial-erasin' action.



Blades vs. Beast.

The fighting here is non-stop fun on the run. Your bodacious boomerang, the Power Blade, is great. Enemies hold five types of power-ups that among other things make the Blade more lethal and increase its range. Find the Metal Suit to really jack up your firepower.

PROTIP: The boomerang blocks enemy shots and, if you Jump after you throw it, you can make "trick" shots.

The Sectors are full of fiendishly good times. They're lengthy mazes stuffed with mess of tricky jumps, robot defenses, and other hazards, but gameplay is top notch, finely-tuned to your thumb-presses.

In each Sector you track down an agent with an I.D. card that enables you to reach a boss guardian. You battle 24 types of aliens including Acid Frogs, Bouncing 'Bots, and Flying Metal Fish. The eight slick-looking boss creatures have mean moves especially Sector 2's Dragon and Sector 7's Robohead.

The Metal Suit helps in boss stages.

PROTIP: Re-fight regular bad guys to reveal different items and build up power.

PROTIP: Need help? Try 2FOG5991 or G2983930.

This is an excellent action cart that you'll replay again and again. Two skill levels, sector time limits, passwords, unlimited continues, and the ability to play sectors in any order keep the fun flowing. Stay sharp for Power Blade.

GamePro's Game Rating System

Power Blade by Taito
Price not available
Available now

Bill Elliott's NASCAR Challenge

By The Missing Link

Bill Elliott, the big cheese of NASCAR stock car racing, has joined Team Konami. The result is a decent, first person perspective NES racing cart titled, naturally, Bill Elliott's Nascar Challenge.

With the limitations of 8-bit graphics, first person perspective driving games are rarely a treat for the eyes; this one's no exception. Konami makes the best of it, however, and despite NASCAR Challenge's average sound, graphics, and car control, it packs a loaded car-customizing toolbox that might lure auto racing fans in.

Choose the make and model of your car (Ford Thunderbird, Chevy Lumina, or Pontiac Grand Prix), down to the name appearing on your NASCAR driving license.

Life in the pits.

Getting down to the nitty-gritty, the race driving is fun though quickly mastered. You can choose four different tracks, and you can drive an eight-race Championship Season. Choosing the best car modifications for each track, learning how to pass, and knowing when to make a pit-stop makes the winning difference.

PROTIP: For maximum steering control keep your thumb on the center of the pad and tap side to side quickly.

PROTIP: You won't hear the competition coming from behind until they're right on top of you. Check your rearview mirror quickly and regularly.

Burning up the track!

PROTIP: It's better to stick with an automatic transmission until you get the hang of steering, passing, braking, etc.

If you're itchin' to climb behind the 8-bit wheel, take a chance and tear up some asphalt with Bill Elliott's NASCAR Challenge.

GamePro's Game Rating System

Bill Elliot's NASCAR Challenge by Konami
$53.95
Available June '91

High Speed

By Andromeda

The classic pinball machine, High Speed, is headed your way in a four-player version for the NES. The theme of this screamer is speed as you try to shoot your ball onto the Santa Monica and Bayshore Freeways. Trip the green and the yellow lights and you'll have a chance to run the red light and make your escape after a high-speed chase, complete with sirens, flashing lights, and the highway patrol. Earn bonus points and extra balls the usual way, by using your flashing flippers to light the counters for high scores.

The pins are looking good!

PROTIP: If you run the red light and escape to your hideout, you get to play three balls at once.

To send the action into high gear High Speed has a few special touches unique to the NES, including Tumbleweeds that drop your ball down a drain and Rust Balls that destroy your flippers.

PROTIP: Destroy Tumbleweeds, Rust Balls, and other nasty things immediately by aiming your ball with your flippers.

Bonus Levels spice up the action.

Two special bonus rounds feature Pachinko and Race action. If you do well here you can select some snazzy special features such as Lightning Bombs or an extra ball.

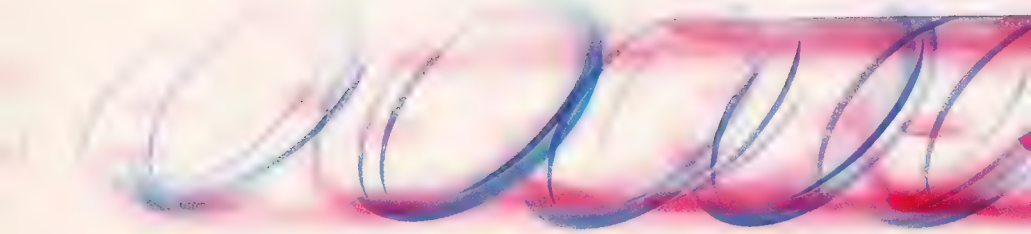
PROTIP: In Pachinko fire fast to get your four balls into the slots – the quicker you are the more points you score.

Authentic voices, above average graphics, and that old pinball magic, make High Speed a cart in the fast lane.

GamePro's Game Rating System

High Speed by Tradewest
Price Not Available
Available September, 1 meg

GET READY FOR THE SONIC BOOM.



IT'S STARTED. SONIC THE HEDGEHOG

Think fast. C'mon faster. What happens when a not-so-common hedgehog reaches supersonic speeds? A **Sonic boom**, of course. And you'd better get ready for it. Because here comes Sonic The Hedgehog.™ He's the fastest critter the world has ever seen, and he's a hedgehog with a major attitude.

Watch him smirk in the face of danger as he blazes his way through hilly pastures, underwater caverns, marble ruins, strange cities and a cybernetic world of enemies in a race to save his buddies.

Sonic's got everything a hedgehog could ever want: tricks, gadgets and speed. Lots of speed. And he's not

™ IS OUT. AND NO ONE CAN STOP HIM.

afraid to use it. Just try to keep up as he gives the bad guys the run-around with his infamous ultra-sonic spin attack. There's never been anything like it.

So don't blink or you just might miss Sonic The Hedgehog. He's fresh, he's on Genesis, and he's here. Well uh, at least he *was* here.

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SEGA GENESIS™

BASEBALL BLOWOUT

Hummmmmmm Baby! It's that time of year again – when thoughts turn to Dodger dogs and Brewer brats, doubleheaders and extra innings, and of course, San Diego sushi (gosh...it's tough to say that without choking). Baseball's back!

If you're a diehard diamond fan, you'll be stoked when you hear about all the new baseball carts coming. Whether you be a Genesisser, a Nintendoite, a Turboplayer, or a Game Boy Groupee, there's a baseball cart coming for your system. Even the Super NES will have not one, but THREE carts, all before Christmas.

Here's a look at the newest video versions of America's pastime. So grab a seat, dudes, and keep that glove handy!

Hardball!

By Fanatic Fan

If you're a baseball fan, and you own a computer, chances are you have a copy of Accolade's Hardball! Over 500,000 copies of this classic were sold for an assortment of computers – not a giant number by Nintendo standards, but phenomenal in the PC world.

Now comes Hardball! for the Genesis, and it's filled with all the things you'd expect in a great baseball cart.

26 Teams...No Waiting

As in real baseball, there are 26 teams divided into four divisions. Any city that has a team in the Majors has a team in Hardball! However, the players are all fictional. One or two people can play a regular game or a best-of-seven World Series. You get a password in World Series mode, so you don't have to start from the beginning if your "series" gets interrupted. There are two difficulty levels and a choice of two different bats – corked or regular (obviously the corked bats have more "pop").

All the major league cities are represented.

Before trying your glove in competition, test your bat down in the batting cage. Here the pitcher is at your command. You can make him a righty or a lefty, who throws any pitch in the game (fastball!, fastball, curveball, screwball, offspeed, changeup, slider, and sinker). You can even switch hit.

Your own batting practice pitcher!

PROTIP: Take advantage of the computer by stealing often. Any player with a stolen base total over 20 can take a big lead and easily swipe second (or even third) base.

PROTIP: Toronto is a good team to take to a World Series. They have good speed up and down the line-up, as well as plenty of power.

Yer Outta Here!!!

One of the first things that will catch your eye, or should I say ear, is the great sound of this cart. Seventeen-year National League veteran umpire, Ed Montague, lent his distinctive voice to this effort. Believe me...you'll notice the difference. When you strike out you know it! The video game ump barks out a bone-vibrating "Steeerike" and punches his fist in the air when you whiff on a pitch. It's a far cry from the non-emotional ump in Tommy Lasorda Baseball.

Three-and-Two Count, Nobody On

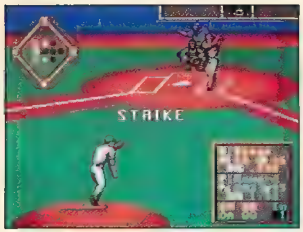
Graphics in Hardball! range from spectacular to above average. The pitcher/batter confrontation screen which makes up half the game is great – the best of any baseball cart to date. Both pitcher and batter are extremely detailed and well-animated. They're also super large! Whether you're at bat or in the field you always start from the pitcher's perspective looking in on the batter. Once a ball is in play, you shift to a three-quarter overhead view from homeplate looking out. Once the ball is hit the graphics drop to "above average" – character animations are limited, and the players seem robotic.

Dugout Whining

The only negative in Hardball! is that the players are "clean uniform" types – they never dive for ground balls or jump for balls hit over their heads. If I had to pay these lazy guys, I'd be looking to cut salaries the next season.

Other minor quibbles include sluggish running controls (it's difficult to get runners to take an extra base), a lack of wild pitches and passed balls (What can I say? I'm a Phillies fan!), and having to watch the travel path of any balls hit during batting practice. But these are minor problems that are easily ignored since the game is so good.

PROTIP: To stretch a single into a double, press the B button and Up just before your baserunner reaches first. Timing is everything! If you do this incorrectly, your man will sit on first.



Blow your fastball past the hitters!

Great pitching and clutch hitting could win you a World Series!

7th Inning Stretch

Hardball! is the first 16-bit baseball game I can recommend. Sure, there aren't a whole lot of 16-bitters out there to choose from, but all you need is one good one, right? Hardball! has that great balance of action and strategy that's so important in great sports carts. So get your butt off the bench and grab a bat, it's time to play some Hardball!

Hardball! by Accolade
$54.95
Available June, 8 megs

Legends of the Diamond

By Fanatic Fan

Baseball video games can be divided up into two categories: games that use real major league players and games that use fictional rosters. Using real major league players in a video game requires a license from the Major League Players Association. Using actual major league team names and uniforms requires a license from Major League Baseball. Both licenses are pricey – which is why you see a lot of baseball video games with fictional rosters.

You control the greats – such as Lou Gehrig.

Wheelchair Baseball

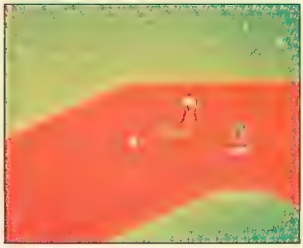
Bandai, however, has tried something different with Legends of the Diamond, a baseball simulation for the NES. Rather than stocking the teams with the overpriced players of today, Legends of the Diamonds includes, uh, legends. Now, you can play a four-game tournament with Hall of Famers and future Hall of Famers. One or two players can compete, and there's a 26-letter password when you're in tournament mode.

To help you choose your teammates, you can check out a player's stats and background. Not only can you find out such essential info as what position they play, how many homers and RBIs they have for their careers, and why they're in the Hall of Fame, but the old pros themselves tell you how they feel – whether they'd be an asset to your team today, or they're just too pooped to play (you have to remember, some of these guys are either very old or have been dead for decades).

PROTIP: The key to building the perfect beast – pick some mashers for the middle of your batting order. Hank Aaron and Babe Ruth are the best power hitters available, try to have one of them bat fourth.

PROTIP: The ol' Men on First and Third Steal Play works every time in this game. When you have a guy on third and first base at the same time, send the runner from first to second. When the throw goes to second, send the runner on third a couple of steps towards home. You'll get an easy steal of second base.

PROTIP: Choose a rabbit (a good base stealer) for the top of your batting order. Ty Cobb and Billy Hermann are the best this game has to offer.



A diving stop!

No Bench Babies Allowed

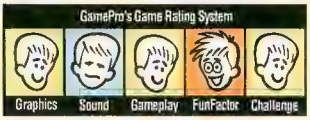
Because Legends of the Diamond is a Baseball Hall of Fame who's who, you'll have a hard time deciding who to put in your lineup. You only have one spot left. Who ya gonna pick: Babe Ruth, Hank Aaron, Lou Gehrig, Roberto Clemente, Ty Cobb, Willie McCovey, or Ernie Banks? See? Your pitching staff could have such all-time greats as Cy Young, Bob Gibson, Whitey Ford, and Dizzy Dean. There are 24 position players and six pitchers to choose from. You can't go wrong with any player selection – these guys were all superstars of their eras.

Bells and Whistles

Legends of the Diamond contains a lot of nice touches that make it an interesting diversion. Fans catch catchable homeruns, weiner dogs chase down foul balls, fights break out when players are beaned, and the computer is an aggressive, challenging opponent. But these plusses are counterbalanced by a few problems – primarily that Legends of the Diamond isn't a step forward for NES baseball. Older carts such as Baseball Stars (by SNK) and Bases Loaded II (by Jaleco) play much more realistically. Also, Legends' graphics and sound are minor league. The graphics aren't awful – they're very similar to Baseball Stars' – no frills. The background music, however, will drive you batty!

Was Bob Gibson the hardest thrower ever? See for yourself!

If you got misty-eyed when the White Sox tore down Comiskey Park, you might like Legends of the Diamonds. Playing with Hall of Famers is intriguing and makes for good entertainment, even if it's only for an afternoon.



Legends of the Diamond by Bandai
Price not available
Available Sept, 3 megs + MMC3 + 64k S RAM

Bo Jackson Hit and Run

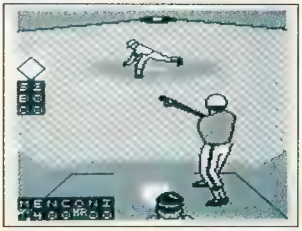
By Slo' Mo

We all know he knows just about every sport. But does Bo know the Game Boy?

Bo Jackson Hit and Run Baseball and Football may be a mouthful of a title but this cart tries its darnedest to bring you a load of top notch sports action. Since this is a baseball special we'll examine Bo's baseball prowess here.

Good Looking Baseball

This cart's got one of the great plate-to-mound perspectives around. When you're at bat you see the action from behind the batter, and when you're on the mound you see the action from behind the pitcher. The graphics in this view are larger than normal, so the batting perspective in particular is near real. Trying to get a hit is challenging fun.



Pitcher's and batter's views are great!

PROTIP: Exaggerate your curveball with the directional controls and computer batters have fits.

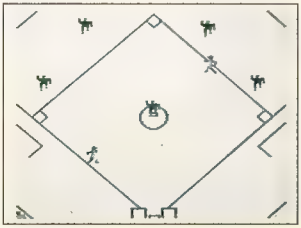
The cart also packs some terrific close up graphics. Naturally, Bo's looking good as he gives you batting advice. You also get a great shot of the catcher flashing you a sign and some neat replays of leaping catches and close tags at the bags.

Bo's got some great fielding and baserunning details, too. Players can dive or jump for a catch. You can direct outfield throws to two different cut-off men. Runners can slide into the bags.

PROTIP: On defense play outfield hits to take a big bounce off the walls.

PROTIP: Play close attention to balls hit into the outfield gaps. Both outfielders run after the ball but only one can get to it.

But Bo Baseball isn't flawless. On a hit ball, the graphics toss you a curveball. The perspective switches to the familiar semi-full field, overhead view. However, the players here look like the video equivalent of stick people. It seems tacky at first, but the gameplay is crisp enough so you get used to it.



The on-field action's looks tame, plays good.

Also, you can't direct your bunts, and it's very tough to just attempt a hit and run. You get seven teams, but there are no series modes or passwords to help you compile wins.

Bo Knows

Bo Jackson's Hit and Run boasts some great features, no doubt about it. The pitcher-to-batter perspective is one of the best around Game Boy or NES. Bo's a little gimpy, but he's still one of a kind.

Bo Jackson Hit and Run by THQ
Price not available
Available July, 1 meg

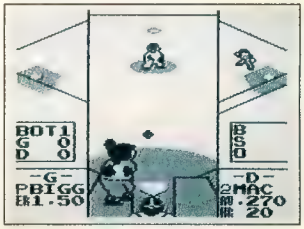
Extra Bases

By Slo' Mo

Is that a baseball in your pocket or are you a Game Boy ballplayer? Either way you can have your cake and eat it, too, with Extra Bases from Bandai.

Traditional Baseball

Extra Bases is a nifty little video baseball cart that provides just enough of a taste of video baseball to satisfy anyone's craving for baseball to go. You get 14 teams,



Traditional look for a traditional game.

19 players to a team. Each team is identified by a letter that actually corresponds to names of Japanese major league teams, but the rosters are fictional.

The graphics are traditional video baseball fare. All the players are pudgy, squat, doughboy-style characters. At the plate, you get a close up look from behind the batter facing the pitcher. On the field you get a ¾ overhead view of the defense.

The animation and the gameplay are quick enough to keep the action flowing, even though every player's throw bounces to the bags. Despite the wimpy arms, your guys have a lively repertoire of baseball skills. On offense you can substitute hitters, steal bases, tag up, hit and run, and aim your bunts. On defense you can switch pitchers, pick off runners, dive for hard grounders, or jump up for hot line drives.

PROTIP: Computer batters are suckers for breaking balls – curves and sliders.

PROTIP: Always take a slight step away from the plate to get as much wood on the ball as possible.

The computer's worthy competition, although you'll quickly be able to beat it consistently. A password system enables

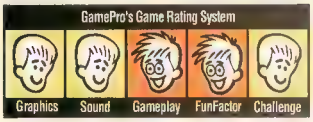
Good Game Boy baseball action.

you to save wins so your team can go for an undefeated record. Two-player match ups are probably the most challenging although that requires an extra Extra Bases.

PROTIP: Men on first and third? Steal second every time.

A Steady Player

Extra Bases is a solid performer that'll give Game Boy ball players a good workout. Looking for a Game Boy hit? Go for Extra Bases.

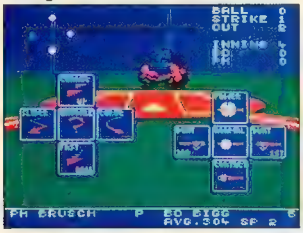


Extra Bases by Bandai
$29.99
Available May

Bo Jackson Baseball

By Fanatic Fan

Welcome to the next generation of NES baseball games. Bo Jackson Baseball features large, detailed views from the batter's box looking out and the pitcher's mound looking in, as well as ¾ overhead views

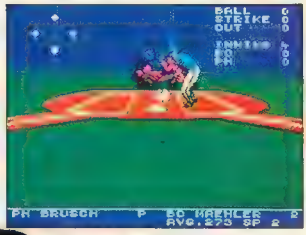


Choose your pitch or swing.

for fielding. Every detail has been included in the first NES baseball cart produced outside Japan. Twenty-six Major League teams are included (with fictional players), and Bo Jackson is available on everybody's bench. Fanatic Fan sez, "Check it out!"

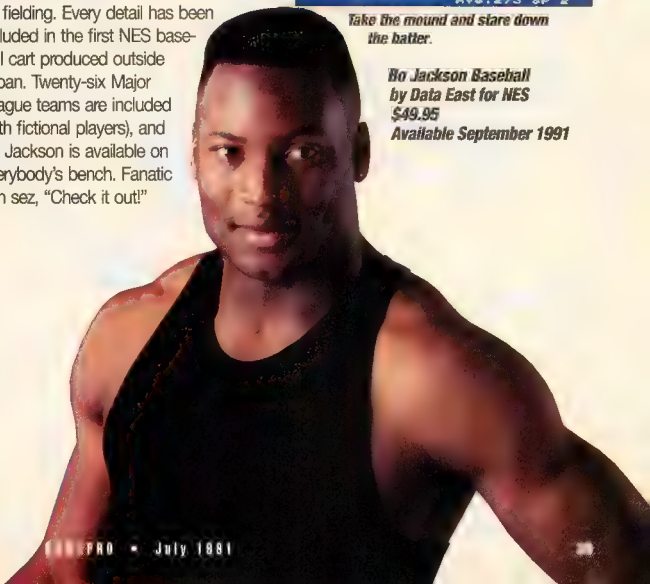
Argue with the ump. You won't win your argument, but argue anyway.

Looks like a whiff.



Take the mound and stare down the batter.

Bo Jackson Baseball
by Data East for NES
$49.95
Available September 1991



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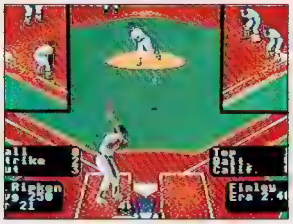
BASEBALL BITS!

RBI Baseball 3 (Tengen for Genesis and TG-16, Available July)



A video game baseball classic enters the '90's! RBI Baseball 3 has all the Major League teams with their actual players (as always), but now they have Genesis graphics. Different types of ballparks will be available (domes, natural grass fields, etc.), and there will even be an instant replay feature. RBI 3 looks like it has major league potential.

Electronic Arts Baseball (Electronic Arts for Genesis, Available Fall 1991)

This game is based on one of the all-time bestselling PC baseball titles – Earl Weaver Baseball. Unlike the other sports games available for the Genesis, this one is a pure simulation, testing your managerial ability. The cart includes all Major League teams with full rosters. Additionally, every Major League stadium will be available. Try your bat against Boston's green monster or perhaps the friendly confines of Chicago's Wrigley Field. Does the cavernous dimensions of Houston's Astrodome aid pitchers? You be the judge. EA's baseball game will also have a battery backup to go along with multiple megs of memory. Sounds like another sports smash from EA, eh?

Super Professional Baseball (Jaleco for Super Famicom, Available 4th Quarter)

From the people that brought you Bases Loaded, Bases Loaded II, Bases Loaded GB, etc, etc. comes the first "serious" baseball cart for the Super Famicom. This cart features those great Bases Loaded pitcher-batter duels, as well as a new slant – looking from behind the fielder to catch the ball!

Pro Baseball Game League (Sony for Super Famicom, Available 4th Quarter)

A cutesy baseball cart with great graphics and topnotch sounds/music. An edit mode enables you to build the perfect team.

Super Ultra Baseball (Culture Brain for Super Famicom, Available 4th Quarter)

If the success of Baseball Simulator 1000 is any indicator, this one should be hot!

Baseball Rumor Mill

Look for an 8-bit NES baseball from Acclaim next year featuring a "high profile" baseball star. Sega will also make another stab at creating a baseball cart for the Genesis. Perhaps Tommy Lasorda Baseball II – the Slim Version. NES licensee, Seta, has a 16-bit game for the Super Famicom. They're currently looking for someone to bring it to the U.S. for them. Plans for TV Sports Baseball for the TurboGrafx-16 have been delayed but the game is on its way – TG-16ers should keep an eye out for it around Christmas or Spring '92. One more rumor that might be reality by Christmas time – the folks at Microleague Sports are looking to turn their smash PC hit, Microleague Baseball, into a video game, probably for the NES. Microleague Baseball is a stat-based game with graphics – but more managerial than arcade action.

FLYING WARRIORS

WHAT HAPPENED?? THEY BOTH DISAPPEARD FROM THE RING!!

ROAR!

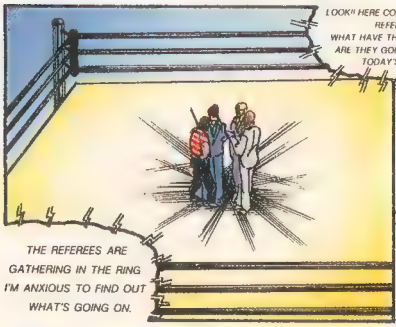
CHAPTER 8
THE DESPERATE MATCH

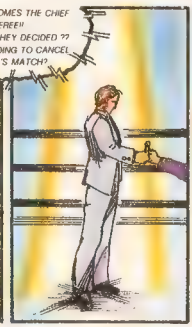
AS THE ANCIENT PROPHECY SAID, THE EVIL AMBITION OF THE DARK IS REVIVING AS THE OMINOUS STAR APPROACHES. HOWEVER, THE FLYING WARRIORS AWAKENED WITH THE MISSION TO FOIL THE THE ATTEMPT OF THE DARK DIMENSION, TOO GO FLYING WARRIORS!! FIGHT FOR, PEACE!!

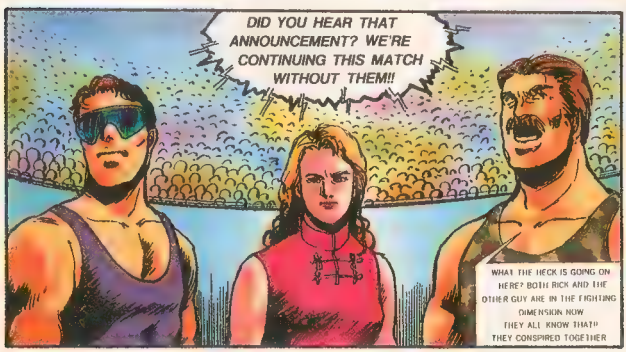
CHAMPIONS TOURNAMENT

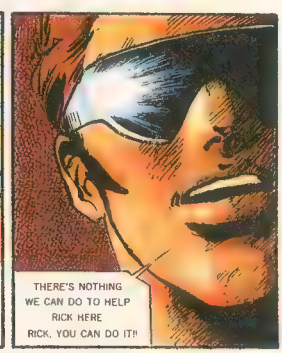
US TOURNAMENT!!

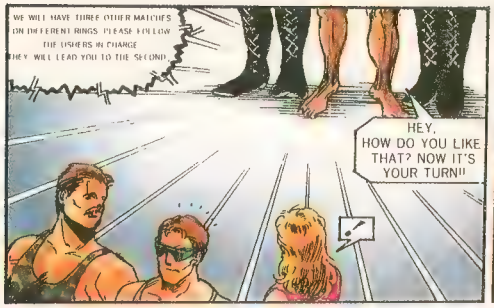
WE ARE PLANNING TO HAVE A FLYING WARRIORS US TOURNAMENT.
THE FLYING WARRIORS NES GAME HAS TWO FEATURES:
THE DESPERATE STRUGGLE BETWEEN THE LIGHT AND DARK, AND THE CONTACT SPORTS MATCH GAME.
IN THE US TOURNAMENT, YOU'LL FIGHT TO OBTAIN VICTORY. MORE INFORMATION IS ON THE LAST PAGE OF THE FLYING WARRIORS COMIC.

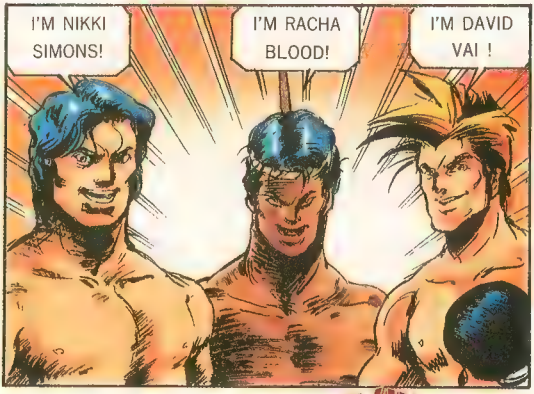






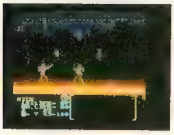






MEANWHILE, AT THE MATCH RICK IS STRUGGLING WITH DARGON IN THE FIGHTING DIMENSION.

THE FIGHTING DIMENSION
THE FIGHTERS FROM THE DARK DIMENSION AND THE TUSK SOLDIERS CREATED THEIR OWN FIGHTING DIMENSION. THEIR STRENGTH AND POWER COMBINED ARE SUPERIOR TO THE FLYING WARRIORS'. THE FIGHTING DIMENSION IS A DIMENSION WHICH CAN NOT BE SEEN FROM OUTSIDE. RICK WAS TAKEN TO THE DIMENSION BY DARGON, ONE OF THE TUSK SOLDIERS



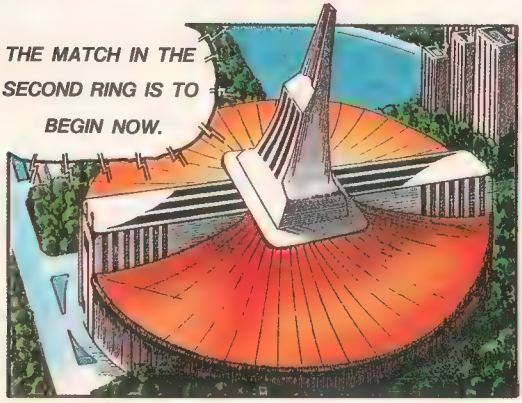
CULTURE BRAIN™

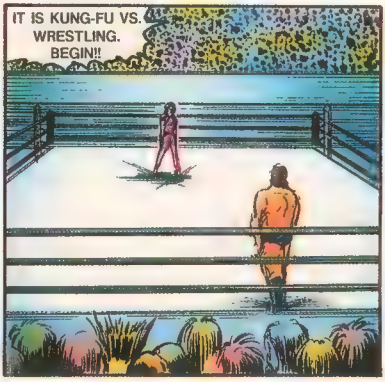
HERE, RICK !

WOOO! I CAN'T MOVE!

GOSH. HE'S GOING TO GET ME!

THIS IS THE LAST STRAW FOR YOU!! DIE, RICK!!





★ NIKKI SIMONS THE MURDER MACHINE IS HIS NICK NAME. HE IS BRUTAL, FOR HE LIKES TO FIGHT TO THE DEATH AT MATCHES. FOR HIS ATROCITY, HE WAS KICKED OUT OF THE CONTACT SPORT WORLD

HEY MARY. COME ON!

THE WRESTLER HE SEEMS TO HAVE THE STAMINA FOR A LONG MATCH

IT WOULD BE BETTER TO FINISH HIM OFF QUICKLY

I DON'T SHOW MERCY TO WOMEN I TREAT EVERYBODY EQUALLY

HEY, ARE YOU CHICKEN?? COME ON!!

WHAT A LOUD MOUTH YOU ARE! HERE I COME!!

LOOK AT THAT BIG JUMP!! NIKKI DODGED MARY'S KICK EASILY!!

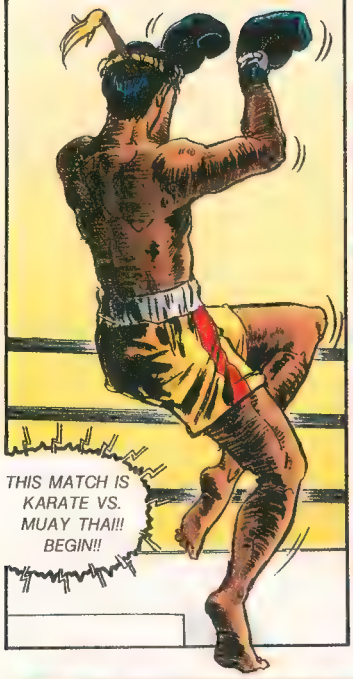
OH, NO!

THWACK

HE'S QUICK!!

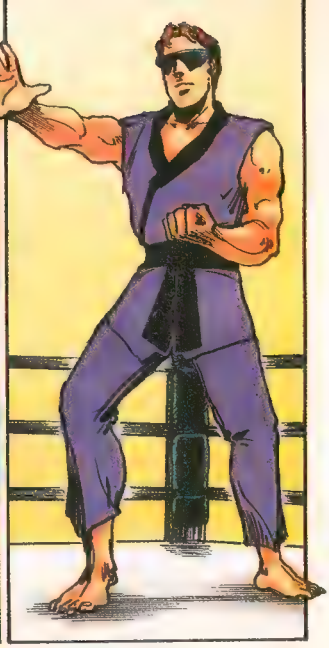
CULTURE BRAIN™

CULTURE BRAIN™
NIKKI'S FLYING ELBOW DROP!! IT GOT MARY!
CLASH
YARRHH!!
EEEK!
CLAP!
CLAP!
BAM
ATTACKING WITH HIS FLYING ELBOW DROP, NIKKI QUICKLY WENT AROUND MARY'S BACK AND GRABBED HER BY THE ARMS!!
WELL, WHAT DO YOU THINK, MARY? I HAVE YOUR ARM
NIKKI IMMOBILIZED HER.


THIS MATCH IS KARATE VS. MUAY THAI!! BEGIN!!

HEY, WHAT'S YOUR PROBLEM JUMPING JACK??

HEY, YOU!! DON'T MAKE FUN OF ME. MY KICKS ARE POWERFUL YOU KNOW YOU'LL FEEL THEM SOON!



SHUT UP!! JUMPING JACK!

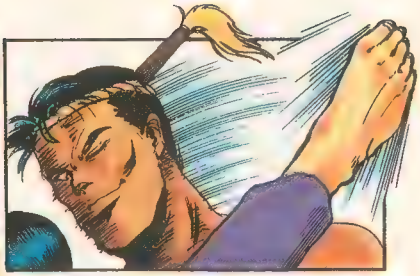
SMACK

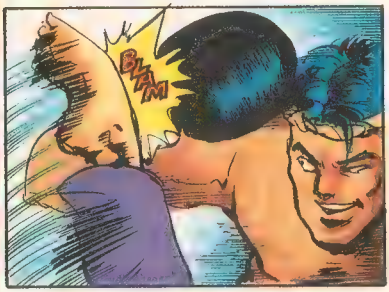
WOW!! YOU ALMOST GOT ME!!

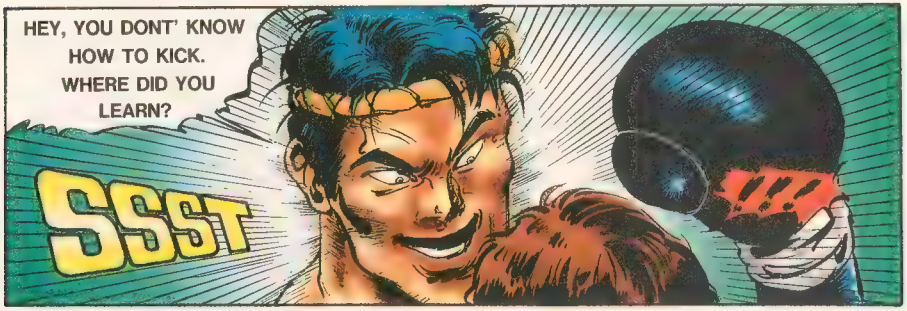
OOUCH!! HOW DARE YOU DO SUCH THINGS TO ME?

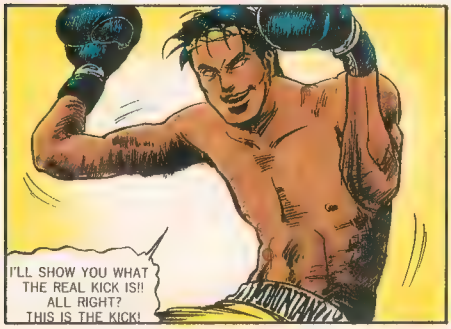
HE DODGED MY PUNCH SO EASILY I MUST BE VERY CAREFUL

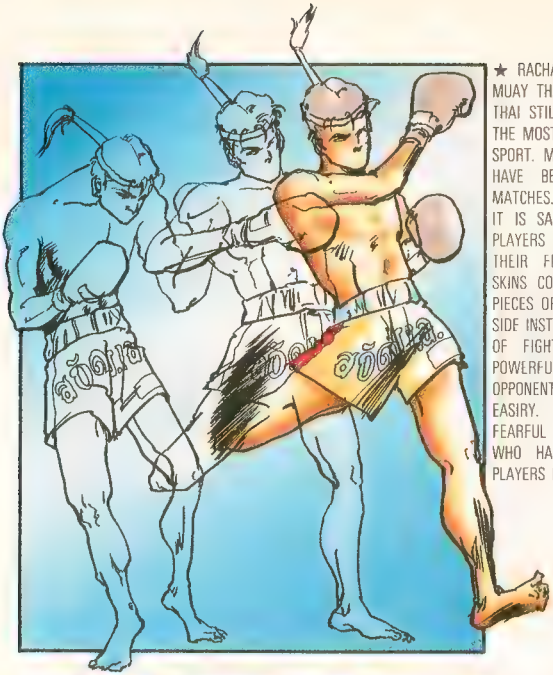
HAYATO'S ATTACKING HIM WITH VIGOROUS KICKS!
FFT!
BOOLIA



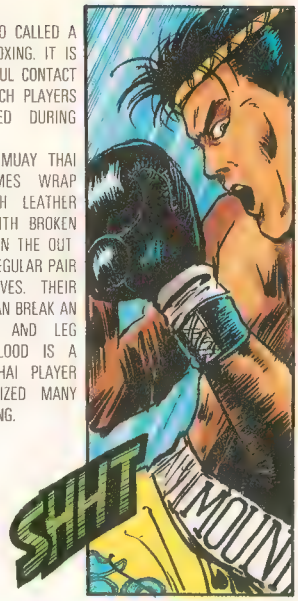

BLAM


HEY, YOU DONT' KNOW HOW TO KICK. WHERE DID YOU LEARN?
SSST
!!!


I'LL SHOW YOU WHAT THE REAL KICK IS!! ALL RIGHT? THIS IS THE KICK!



★ RACHA BLOOD
MUAY THAI IS ALSO CALLED A THAI STILE KICK BOXING. IT IS THE MOST POWERFUL CONTACT SPORT. MANY MATCH PLAYERS HAVE BEEN KILLED DURING MATCHES.
IT IS SAID THAT MUAY THAI PLAYERS SOMETIMES WRAP THEIR FISTS WITH LEATHER SKINS COVERED WITH BROKEN PIECES OF GLASS ON THE OUT SIDE INSTEAD OF REGULAR PAIR OF FIGHTING GLOVES. THEIR POWERFUL KICKS CAN BREAK AN OPPONENT'S ARM AND LEG EASIRY. RACHA BLOOD IS A FEARFUL MUAY THAI PLAYER WHO HAS VICTIMIZED MANY PLAYERS IN THE RING.



CULTURE BRAIN™

PREVIEWS OF MORE THAN 25 HOT NEW LYNX HITS FOR 1991!!

ATARI ADVENTURE

GIGANTIC LYNX BUYER'S GUIDE!!
CHECK OUT THESE POWER-PACKED PORTABLE GAMECARTS!!
SPECIAL MAPS AND TIPS ON LYNX FAVORITES: NINJA GAIDEN TOURNAMENT CYBERBALL AND BLOCKOUT!!

MEET THE $99 ATARI LYNX!

IT'S LEANER, MEANER AND DELIVERS EVEN MORE COLOR-PACKED GAME ACTION ON THE GO FOR A PRICE THAT HAS THE COMPETITION SEEING GREEN!

Ever since its introduction last year, the Atari Lynx color portable game system has attracted a large following of players who settle for only the very best in video games. With a large library of proven arcade hits, as well as original titles designed specifically for the supercharged hand-held, the Lynx has used its advanced scaling capabilities and detailed graphic characters to bring the most power-packed action you can get into the palm of your hands!

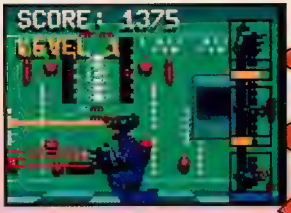
Now Atari has announced the release of their latest portable powerhouse - a finely retooled version of the same system, boasting a new sleek design. But what's even better, is that now Atari will make it possible for you to get your hands on portable 16-Bit power, at an incredible price of $99.95! Now you can bring home all the power of a full-color 16-Bit hand-held, with superior functions not found in even the 16-Bit consoles, at a price that's competitive with much less sophisticated black-and-white hand-helds.

How could Atari repackage their fantastic system for a retail price that's only slightly more expensive than the Nintendo GameBoy®? First of all, the system Com-Lynx cables, power supply and California Games cartridge will now be available separately. You can, however, experience the excitement that the Lynx has to deliver at an introductory price impossible to refuse! For those who want the full bang, Atari will continue to offer the standard Lynx model with the California Games cartridge, power supply and Com-Lynx cable for multi-player gaming at a reduced price of just $149.95!

How has the Lynx changed between the new set and original $149.95 set - once again a great value for any video game enthusiast getting into the exciting world of portable play? The best news is that it hasn't! Despite the lower price, the Atari Lynx is just as fabulous as before, with duplicate button arrangements and a special flip function that enables the Lynx to be easily played by both righties and lefties alike! Lynx is the only system that lets you position the controls where you want them!

Atari has scored a direct hit with a super system filled with unmatched power at a price that can't be beat! With its unique construction, expanding library of arcade hits and powerful features such as scaling, the Atari Lynx is a video gaming tour-de-force! Now, at a lower price, the Lynx is an attractive alternative to other hand-helds and game machines on the market!

Two exciting configurations: a base unit at a mere $99.95, and a full pack-out including California Games, the Com-Lynx and AC adapter for $149.95.



Buyers of the standard Lynx system get their choice of Gates of Zendocon, Blue Lightning, Electrocop or Chip's Challenge game FREE!

$99.99 LYNX

The world's first color portable, hand-held video game system uses a palette of 4,096 colors to display up to 16 colors at once. At 16 MHz (four times faster than competitive units), it's the serious player's choice!

SYSTEM	PROCESSOR	SCREEN	BACKLITE	SYS. RAM	PALETTE	PRICE
Atari LYNX	65CO2	3.5" Color	Yes	64K	4,096	$99.99
GameBoy	Custom 6502	2.5" B&W	No	16K	4 Gray Shades	$89.99
Game Gear	Z-80A	3.2" Color	Yes	8K	4,096	$159.99
Turbo Express	HuC6280	2.6" Color	Yes	8K	512	$229.99

AWESOME ACCESSORIES!

$19.99

The Lynx Carrying Case has room for up to 12 game carts, the cigarette lighter adapter, a sun visor, spare AA-size batteries, and the AC adapter, as well as the Lynx itself. The removable velcro hinges allow you to customize the padded bag's interior. All accessories are sold seperately.

The Lynx Cigarette Lighter Adapter gives *two* players hours of on-the-road fun, without draining your batteries!

$19.99

$14.99

The Lynx also can be carried about in this pouch, which accomadates the Lynx, the ComLynx cables, spare AA-size batteries, and Lynx game cartridges. All accessories sold seperately.

$149.99 LYNX

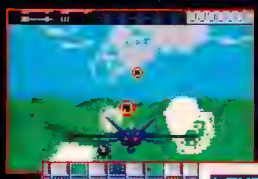
The ultimate portable system, in an unbeatable package! In addition to the hot Atari Lynx, you also get the ComLynx cables that allow multi-player capability, and an AC adapter so that the system can be played anywhere electrical power is handy! But the bonuses don't stop there—you also get California Games and a special second cart—making this a pro player's dream machine!

Atari Adventure

THE HOTTEST GAMES FOR THE

BLUE LIGHTNING

Atari presents one of the most intense aerial dogfights ever! Outstanding scaling effects produced by the Lynx's powerful graphics processor bring Blue Lightning into a class exceeding most 16-Bit home systems! The colorful graphics and 3-D effects are so impressive it was voted Best Hand-Held Game of the Year!

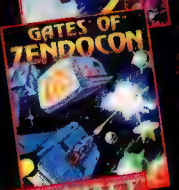


CHIP'S CHALLENGE

Nerdy Chip McCallahan has a crush on Melinda the Mental Marvel and would do anything to join her computer club The Bit Busters. Chip must challenge over 144 intriguing puzzles in order to be accepted into the club. A huge variety of new concepts and original ideas incorporated into a puzzle game that has something for everyone.

ELECTROCOP

You're a new breed of cop, and you've been summoned to the offices of Megacorp. They tell you that the president's daughter has been kidnapped along with some Top Secret documents. You must progress through the abandoned research lab, breaking codes and finding new weapons. Excellent three-dimensional action!

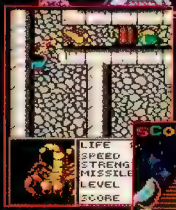


GATES OF ZENDOCON

The evil spider has assembled his hordes, captured you and sent you into his deadly web of universes, now you must fight your way out! Gates of Zendocon features 51 levels of shoot-em-up action with bright and colorful graphics plus 2 difficulty levels and password entry. Progress through all the levels and fight it out with the huge boss.

GAUNTLET: THE THIRD ENCOUNTER

Eons ago, an enchanted Star Gem crashed into the Earth at the base of an ancient castle. Evil creatures from the castle captured it and plan to use its power to destroy mankind. You and your friends must journey through a Gauntlet of 40 mind boggling mazes to rescue the Star Gem. Great 4-player simultaneous action!

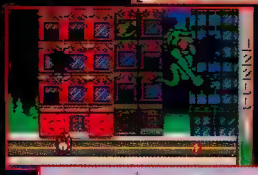


KLAX

"The best version of Klax the home market will ever see" says Electronic Gaming Monthly! A perfect translation of the arcade puzzler invites you to stack the colored blocks or throw them back! Try creating rows for Klaxs and bonus points! Superb digitized sound effects and music and extremely addicting game play!

RAMPAGE

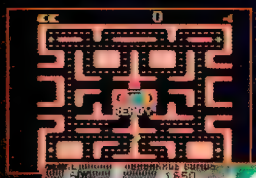
A revamped version of the famous arcade classic! Lizzie the Lizard, George the Gorilla, and Ralph the Werewolf are all back plus a new edition to the group Larry the Lab Rat. Colorful graphics and hilarious animations make the game come alive. Up to 4 players can join in on the fun and mayhem!



ROADBLASTERS

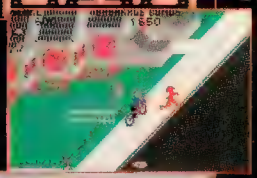
In the not-so-far off future auto racing will take on a whole new dimension. Based on the Atari coin-op, RoadBlasters is a fast and furious driving/ shoot-em-up with all the sights and sounds of the arcade. Catch the special weapons dropped from the weapons craft overhead. Equip yourself with UZI cannons, Nitro, and Cruise missiles to blast through all 50 levels!

HOTTEST HAND-HELD AROUND!!



MS. PAC-MAN

The all time classic is back. Ms. Pac Man must gobble up dots, power pills, and an occasional ghost to get through each maze. Everything has been faithfully recaptured in the Lynx version, even the cute intermissions from the arcade are there! Ms. Pac Man is a blast from the past anywhere you go, and don't worry, the patterns have all been changed.



PAPERBOY

This translation of Paperboy for Lynx brings home all of the action from the coin-op. Peddle your bicycle through the neighborhood delivering papers to your subscribers' homes. Watch out for mad dogs, remote-controlled cars, and careless drivers as you try to survive an entire week in the burbs. If you make it through the week, you get to keep your job!

ROBO-SQUASH

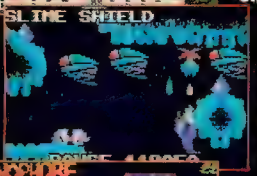
In the 31st century, two warring factions are tearing the Federation apart. Are they going to solve their dispute with an intergalactic fire fight? No, they going to play Robo-Squash. Go against the computer or use the ComLynx to challenge a friend in a deadly 1-on-1 tournament.

RYGAR

You are the chosen one who is to rid the land of hideous monsters and powerful, lurking creatures. In this translation of the arcade game you must battle your way through 23 challenging levels in order to restore peace to the People of Good. This game features great graphics and game play. If you fail, evil will rule forever.

SHANGHAI

In this version of the ancient solitaire concentration game, you must match tiles of the same style. Remove all the tiles and you win. Tiles are arranged in the shape of dragons, bears, fish and other Chinese symbols. Challenge 7 different puzzles in this game of intricate moves and timeless strategies.

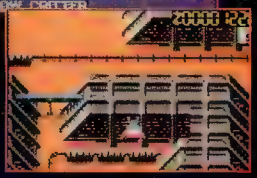


SLIME WORLD

You are Todd, a brave and fearless explorer and you want to conquer Slime World, a world filled with bizarre creatures, flowing rivers of slime, and man-eating plants. 8 players can join in and fight their way through 6 complex and challenging levels. A fantastic adventure with lots of huge slime filled caverns to explore.

XENOPHOBE

The excitement of the arcade classic can be relived when up to 4 players join in on this alien extermination mission. The space station is infested with every kind of disgusting alien creatures. Pick up special weapons along the way and clear out the base before it self-destructs.



ZARLOR MERCENARY

You are a mercenary hired by the Zarlors, the arch enemy of the ruthless Merdicants. Your mission: to fly across the Merdicant lines and cripple their army. Choose from 7 different characters and blast your way through 6 exciting levels alone, or with 3 other mercenaries in this explosive shooting game.

MARTIAL ARTS!

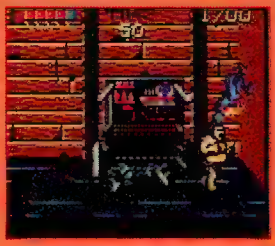
ARCADE ACTION!

This visual masterpiece for the Atari Lynx system sports intense graphics and excellent sounds. Ninja Gaiden has all the excitement, powerups, and weaponry of the original coin-op classic. Rare is a game translation that retains the phenomenal feel of its parent game.

A particular surprise in Ninja Gaiden is the graphic integrity of the backgrounds and character animation. The colors are vibrant and lack no luster at all. Also, the animations are brilliant and smooth.

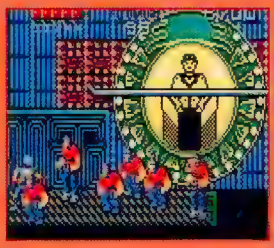
Lastly, Ninja Gaiden consists of the one thing that few games offer: marvelous player control and response. Fans of the original Ninja Gaiden will be pleasantly thrilled with this rendition. Every aspect of the game flows smoothly and cleanly. Bravo, Atari!!

EXCITEMENT!



LEVEL ONE!

This is a good place to practice your basic skills as a ninja warrior. Take on the evil Sumo Wrestler at the end.



LEVEL TWO!

There isn't too much room to operate on this level. The Blade Brothers will try to chop you into little pieces.

LEVEL THREE!

Take a tour through the backroads of the local slums. Beware the Dragon Team! Everything isn't as it seems...

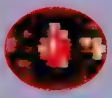
Atari Adventure

GRAB THESE POWER UPS TO SURVIVE!!

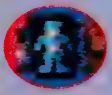
Life Pill - These are scattered throughout the four areas. Get them all.

Ninja Sword - This mighty weapon will slice through the enemies like butter.

Power Pill - This life pill will restore all of your hit points. Do not miss these.



Bonus - This life pill will restore all of your hit points. Do not miss these.



Extra Man - It's always nice to find a free man inside a box or phone booth.

Time Restore - Time is replenished when you locate the rare Time icon.

THE ENEMY

These Jason look-alikes will try to stop you.

SMASH 'EM

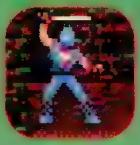
Break phones, cans, and boxes for icons.

HIGH JUMP

Jump straight up to reach high altitudes.

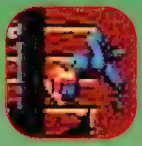
NINJA SWORD

Grab the icon for this powerful weapon.



WALL JUMP

Flip off the walls for surprise attacks.



ENEMY FLIP

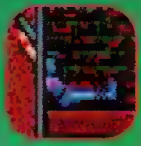
Toss the enemies around with this move.

BAR SWING

Move on the bars to avoid the enemies.

FRONT SWING

Knock the enemy back with this blow.

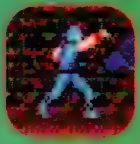


REAR SWING

A devastating rear blow to the enemy.

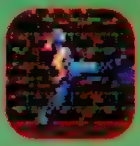
FRONT PUNCH

A quick and powerful blow to the face.



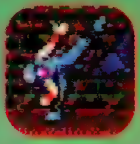
FRONT KICK

Weaken the enemy with the front kick.



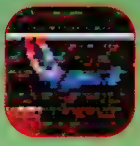
ROUND KICK

Finish off the enemy with this move.



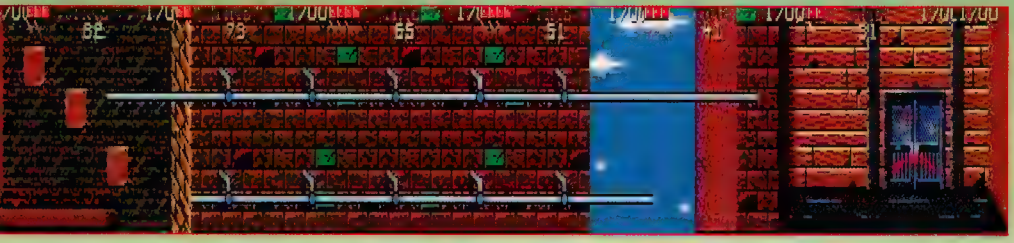
BAR SWING

Similar to the front and rear swings.



POWER PULL

Pull yourself up or lower yourself down.

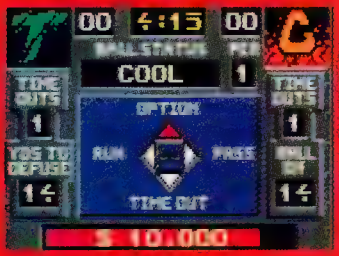


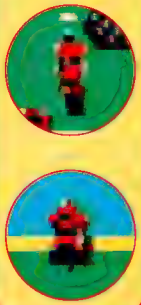
Gaze into the future, nearly a century away! After phenomenal advances in technology, football is being played by highly sophisticated (and mass produced) robots. Man has been replaced by gears and wires, no longer engaging in physical activities. Enter a world of atomic footballs, nuclear explosions, and unending fun with Tournament Cyberball for the Atari Lynx System!

Passing, running, and option plays, are all offensive choices that only you can make. Remember, however, that even robots can breakdown after taking massive hits from a pumped up defense, so be careful! Once a robot starts smoking, replace it quickly. Save the team funds for high quality robots like wide receivers and running backs whenever possible.

Underestimating the offense is fatal. Coaches should never let receivers get in the clear or leave a wide open lane for agile running backs to squeak through. Killer plays for defense allow multiple blitzes, prevents, or man-to-man coverages depending on the type of situation.

Superior sounds, intense graphics, and fluid game play make Tournament Cyberball an armchair quarterbacks dream!



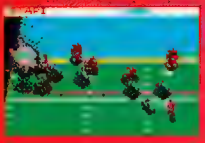


DON'T FORGET TO DEFUSE THE BALL!!

Careful!! Many good players have lost powerful running backs, agile wide receivers, or star quarterbacks to a fiery explosion!

PICK YOUR RIVAL!

BE READY FOR ACTION!

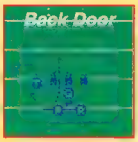


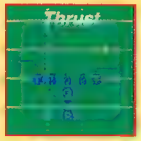
OFFENSIVE PLAYS

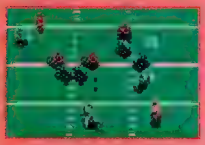
RUN
Use the powerful running back to break through the defensive lines!

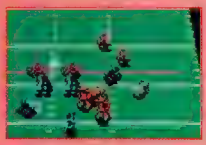
OPTION
Decisions, decisions. Pass, Run, or Bootleg? It's your choice!

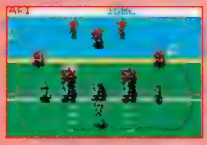
PASS
The ultra-quick wide receivers can outrun nearly any defense.

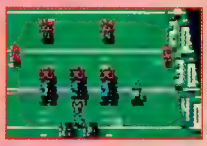




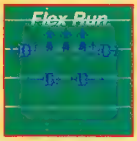


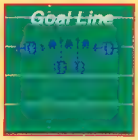


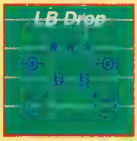


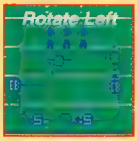


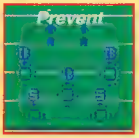
DEFENSIVE PLAYS











SHORT
These patterns are great against the run or short yardage plays.

MEDIUM
Short passes are hopeless when facing this defensive lineup.

LONG
Critical and long? Stop them short with the long formations.

PICK YOUR TEAM!

Thunder

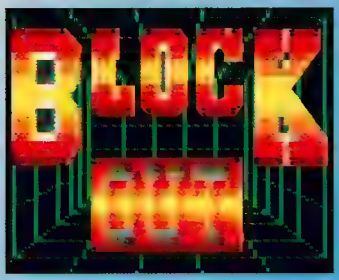
Crushers

Lasers

Force

Lightning

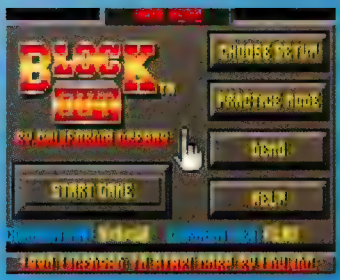
Machines



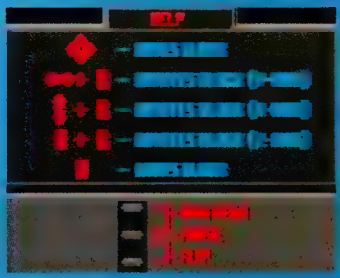
THE 3RD DIMENSION...

A new game for the Atari Lynx system, Blockout gives the falling block theme a whole new look and feel. This added dimension opens up a whole new bag of worms since 3D blocks can be almost any shape or size.

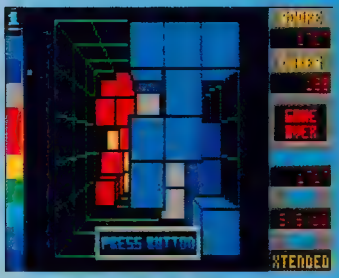
Boasting superior graphics and better difficulty settings than most puzzle-block games, Blockout is a challenge for people with a strong will and heart! Numerous unending levels of fun await the serious gamer who never gets enough of those twisting, colorful shapes. The best of the best will have a hard time keeping up with Level 9, the fastest game in town!!



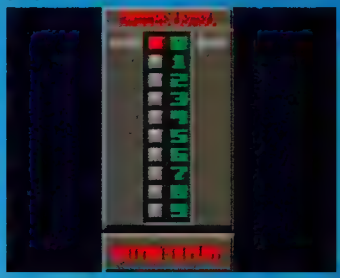
The Main Menu allows you to view a demo, practice, learn, or customize a game according to your skill level.



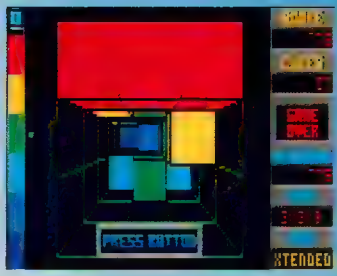
Use the Help screen to learn the various moves and rotations. Wise players master the Z-rotation first.



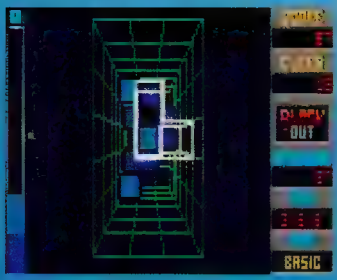
Ugh! This is what happens when you don't practice the rotations. The extended block set is for pros only.



Use the speed and set-up screens to start at lower levels, then move up as you learn the different techniques.

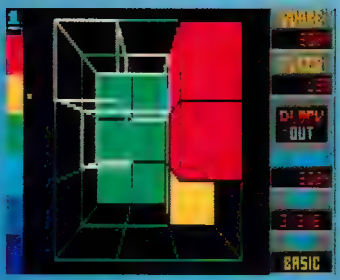


Atari Adventure



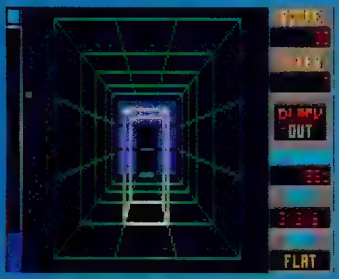
DON'T PANIC!

By using the color bar to the left, guide the falling three dimensional blocks into their proper positions. The flat setting is similar to Tetris since none of the block have depth; only by rotating the blocks will they have that perspective. Practice at this level until you become comfortable with the rotations and block shapes. Limit the rotations to 2 or 3.



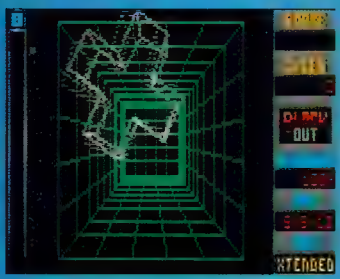
BE CAREFUL!

Never let the blocks get too high, or else you'll run out of room to maneuver the incoming blocks. In order to rotate the blocks, you need space to move. Try to keep the blocks as flat as possible, and do not set them on end unless it is absolutely necessary. Practice in a three-by-three-by-six area to learn quick and accurate rotations.



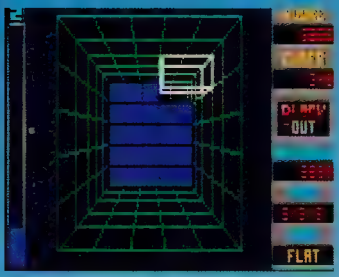
BLOCK OUT!

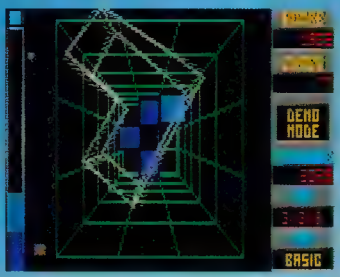
This is what the game is about! After careful planning and a little luck, you can clear all of the blocks from the screen. Blockouts are far easier on smaller boards than large boards. Work your way up to larger boards only after mastering the smaller ones. Each Blockout will net you a huge bonus! Try to get them early.



THE Z-ROTATION!

While the X- and Y-rotations are far easier to learn, the Z-rotation is the most valuable rotation at your disposal! It is possible to play without the Z-rotation, but the game eventually becomes far too fast to waste time with multiple X- and Y-rotations. Play the practice game to master it, and you'll begin to play like a pro!





MORE HOT TITLES

THE LYNX IS ON THE PROWL!!

The Atari Lynx is shaping up to be one of the best video game systems around. With some of the most advanced home video game hardware on the market and an ever-increasing line of software, the Lynx is tearing up the competition. Currently there are 17 titles available and over 36 new titles scheduled for release in 1991! Many of the new titles are arcade translations of popular Atari coin-ops such as Hard Drivin', Vindicators, 720°, APB, Xybots, and even more recent hits such as S.T.U.N. Runner and Hydra! Atari also has a great lineup of sports titles for 1991 with NFL Football, Tournament Cyberball, Hockey, World Class Soccer, Golf, and a unique basketball contest called Basketbrawl (where you do a lot more than just play ball)! There are also many eye-catching originals like Barbarian Bodyguard, WarBirds, Turbo-Sub, and Scrapyard Dog – a really fantastic side-scrolling action-adventure for the portable Lynx. With over 40 titles scheduled for availability and a new lower price, it looks like it's going to be a great year for Atari!

HARD DRIVIN'

The Atari arcade classic comes to life on the Lynx with true filled polygon scaling and fast driving action. Choose the speed track or stunt track and test your skills in one of the toughest autoracing challenges ever!

ROLLING THUNDER

You're the slickest secret agent since James Bond himself! Now you must infiltrate a terrorist organization and rescue your partner - alone! Great arcade action brings you all the looks and feel of the coin-op classic.

HOCKEY

Grab your stick and hit the ice. Realistic game play and smooth scrolling bring all of the fast action of real hockey to your Lynx. When the pressure is on, try not to get in anybody's way or a fight might break out.

NFL FOOTBALL

Catch the pass, and run up the sideline for a touchdown! As many as 4 players can pick teams from a list of official NFL organizations! Excellent scaling of the field as well as digitized voices calling the plays!

ATARI

COMING IN 1991!!!

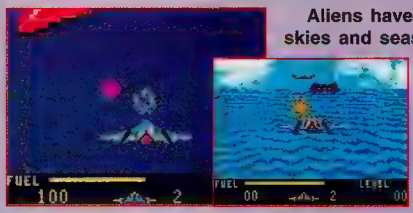
S.T.U.N. RUNNER

Hot from the arcades comes the latest in futuristic racing games, S.T.U.N. Runner. Pilot your vehicle through a vast network of winding tunnels at speeds exceeding 700 M.P.H!! Blast the opposition with lasers to come in first place.

WORLD CLASS SOCCER

An original soccer game from Atari featuring a scaling field that zooms in where the action is. You have to be fast and furious to kick the ball past the goalie. One to four players can challenge the best in world class soccer!

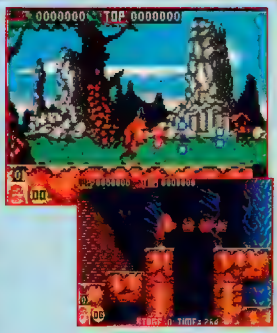
TURBO-SUB



Aliens have taken over the Earth's skies and seas. It's up to you to rid the planet of these other worldly troublemakers in the air and water! The fate of the extremely detailed Earth is in your hands...and missiles!

VINDICATORS

Controlling the most powerful tank in the solar system, you must infiltrate an alien space station to eliminate their leader. One or two players can play simultaneously in this great conversion of the Atari coin-op hit.

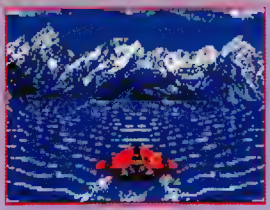


TOKI

This original action game based on the little seen coin-op is a great action/adventure title for the Lynx. You must guide Toki through forests, caverns, and mountains. Along the way pick up the special weapons left after killing certain enemies. Great fun from start to finish!

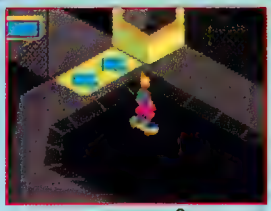
WARBIRDS

An original flight simulation from Atari. In WarBirds up to 6 players can test their skills in some of the most intense dogfights ever! Excellent scaling and use of polygon graphics give multiple perspectives and duplicate the feel of true flight!



HYDRA

Based on the recent arcade smash from Atari, this translation is still in the early stages, but looks like it'll be a hot one. Safely transport the cargo back to headquarters in your combination boat/ jet plane. Blast the enemy ships with power-ups gained along the way.



720°

In this coin-op conversion you must ride your skateboard around the neighborhood avoiding traffic and killer bees. Try to pick up enough stray cash to get you into the skate parks and win some serious bucks to upgrade your gear."Skate or Die!" dude.

THIRD PARTY GAME!

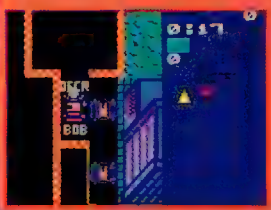
ROBOTRON

A blast from the past! A great translation of the old coin-op from Williams. While the absence of the two joysticks is obvious, once you get used to the new controls it offers THE most shooting action this side of the arcade. Shoot the bad guys and rescue the humans.

SCRAPYARD DOG

This Atari original is still in the early stages, but promises to have lots of hidden secrets and plenty of action. Expanded from the 7800 version, Dog is a great adventure!

A.P.B.



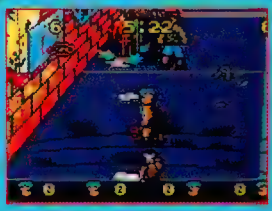
All Points Bulletin! In this arcade translation you must search out and bust the bad guys. Listen to reports from the station to find your criminal. Awesome voices.

CASINO

Now you can play the slots without even going to the city of lost wages. Try your luck at black jack, roulette, craps, slot machines, and poker. Walk around the casino and see where the action is. Don't worry, there's nothing to lose and everything to win!

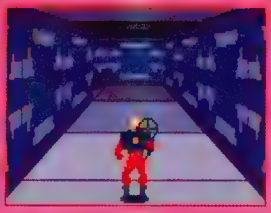
PACLAND

Pac Man is back in an all new adventure. This time instead of gobbling dots, you must run and jump your way through Pacland. Chomp on fruit, dodge ghosts, and hurl obstacles in this great arcade translation. A cute and colorful adventure that everyone in the family can enjoy.



BASKETBRAWL

An original multi-player basketball game from Atari. If you thought the pros played hard, than wait 'till you play against a group of street punks in a furious "No Rules" game in the street. Pick up the knives and nunchuks when the going gets rough. Get ready to rumble!



XYBOTS

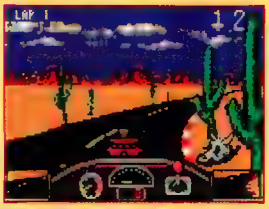
Based on the Atari coin-op, you must go through a three dimensional maze blasting dangerous robots. Collect money along the way to buy special weapons. A great 2-player simultaneous game.

BILL & TED'S EXCELLENT ADVENTURE

Hop in your time machine and try to rescue your two bodacious babes. Travel to many different times and meet many historical people. Lots of fun in this totally "Excellent" game.

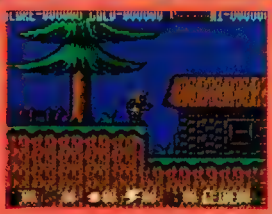
GOLF

Go for a hole in one! Pick your challenge from 18 of the hottest courses around. Choose your club, adjust your stance, check the wind, and control your swing. An extremely detailed and realistic first person golf game.



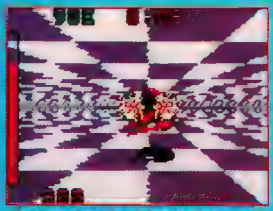
CHECKERED FLAG

An original racing game from Atari that lets you challenge your driving skills on a variety of premade tracks, or build your own using the course edit mode! 1 to 6 players can join in for unrivaled racing action!



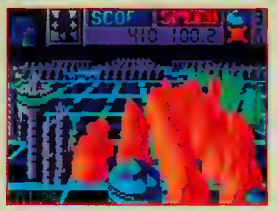
VIKING CHILD

Battle your way through an enchanted land to rescue the captive princess! Journey into villages, forests and caves as you collect info and weapons in this original adventure cart from Atari.



GRID RUNNER

It's the sporting event of the future. 1 to 4 players can compete in this futuristic version of soccer. Grab power-ups along the way and carry them to your opponents goal and blast it in before the timer runs out.



GEO DUEL

Maneuver your ship in a grid-like world of speed and danger. Dodge the many obstacles on the grid surface while leaving a wall of light behind you. Try to trap your enemies and make them crash to their doom.

CRYSTAL MINES 2

Exercise your mind in several challenging and unique puzzles. Blast the rocks in the right order or you might get crushed. This puzzle/ strategy game is the first Lynx game developed by 3rd party licensee Color Dreams.

FIDELITY ULTIMATE CHESS

Capture the timeless strategy of chess in this detailed simulation from Telegames. Challenge the computer for solo play or a compete against a friend in either 2-D or 3-D mode.

LYNX

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ATARI®

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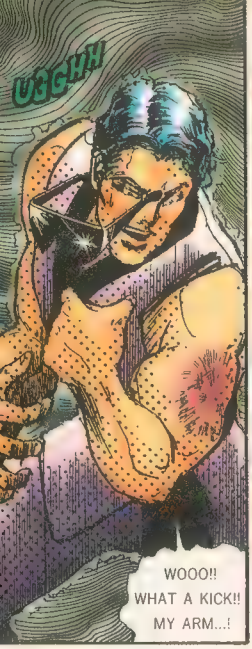
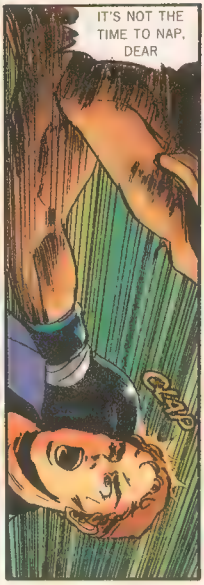
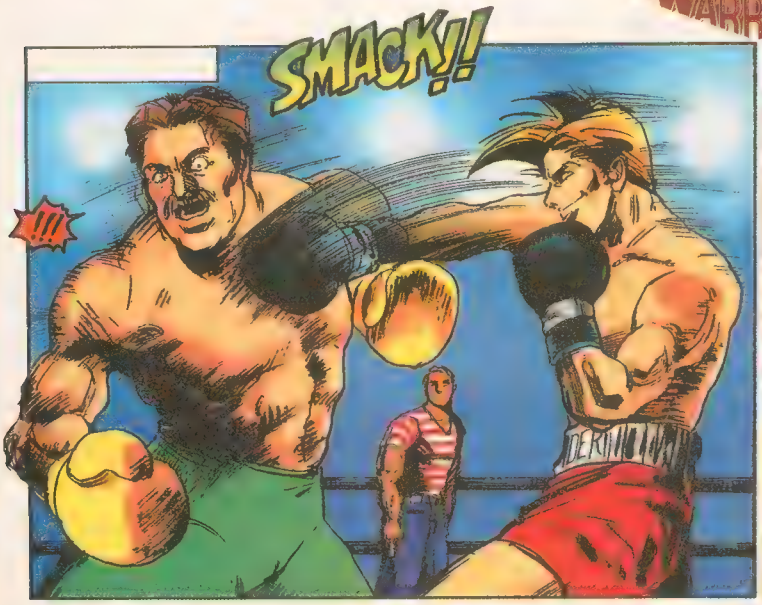


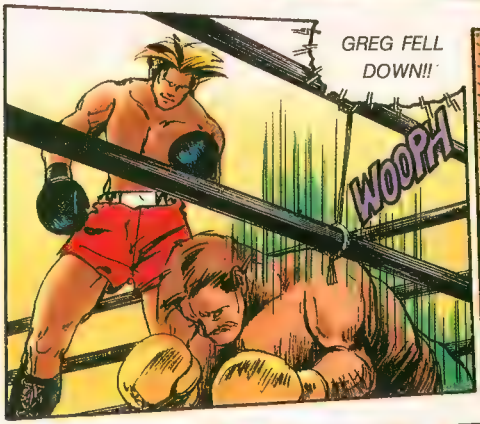


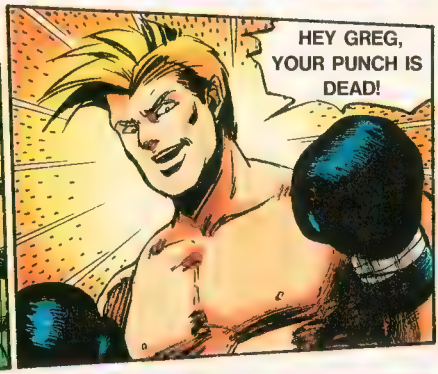
MEANWHILE, IN THE FOURTH RING, A MATCH BETWEEN GREG AND DAVID HAS BEGUN.

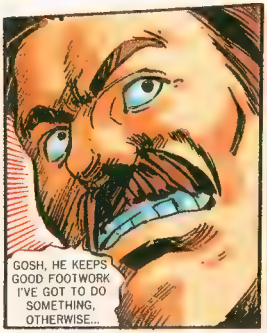


SHH!

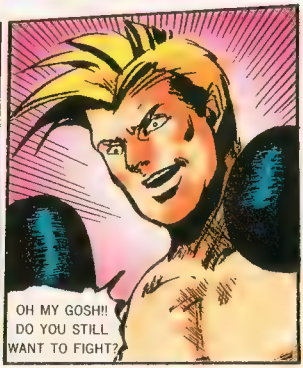
ANOTHER ONE!! STRAIGHT AHEAD THIS TIME. WHAT HAPPENED TO GREG?
SMAK
WITHUNDER


GREG FELL DOWN!!
WOOPH

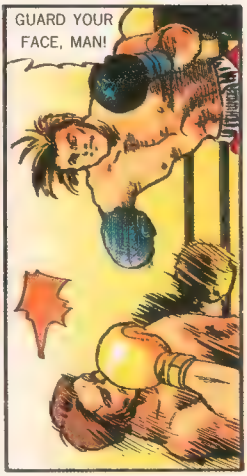

HEY GREG, YOUR PUNCH IS DEAD!

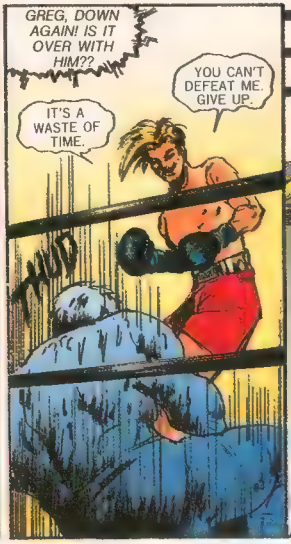

GOSH, HE KEEPS GOOD FOOTWORK I'VE GOT TO DO SOMETHING, OTHERWISE...

I'LL DARE ANYTHING TO DEFEAT HIM.


OH MY GOSH!! DO YOU STILL WANT TO FIGHT?

★ DAVID VAL
HE LOOKS VERY GENTLE, HOWEVER, HE'S THE MOST FORMIDABLE AMONG ALL THE CONTACT SPORT PLAYERS MANY PLAYERS HAVE DIED AFTER FIGHTING WITH HIM. THE POWER OF HIS DESTRUCTIVE PUNCHES IS UNMEASUREABLE THE DISADVANTAGE OF BOXING IS THE INABILITY TO ATTACK THE LOWER PART OF THE BODY, BUT HIS QUICK FOOTWORK, ACCURACY, SPEED AND POWER OF HIS PUNCHES MAKE UP FOR THIS





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THE FLYING WARRIORS ARE FRUSTRATED AND HELPLESS IN THE HAND OF DARGON! WHAT MUST BE THEIR NEXT MOVE TO GET OUT OF THIS DESPERATE SITUATION?

TO BE CONTINUE.

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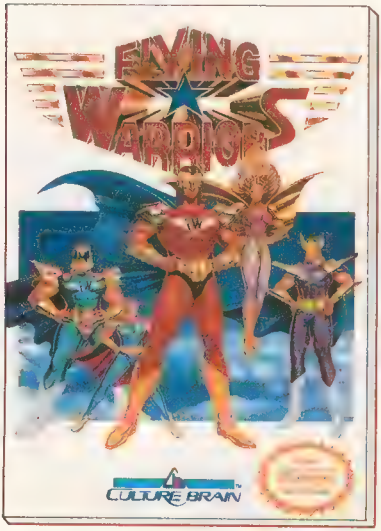

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THE SELECT SCREEN

THE STRUGGLE DETWEEN THE LIGHT AND DARK

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KUNC FU

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MUAY THAI

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CULTURE BRAIN
Little NINJA BROTHERS
THE YOMA CLAN TOOK OVER OUR COUNTRY, CHINALAND. WE LEFT OUR MENTOR'S TRAINIG HALL IN MT. EPIN TO DEFEAT THE YOMA CLAN AND BRING PEACE BACK TO THE PEOPLE OF CHINA LAND.
SOMETHING IS WEIRD HERE, DON'T YOU THINK?
EXCUSE ME.
WELCOME TO CHILLY SILLY. NO, CITY SILLY. NO, WHAT AM I SAYING?
CILLY CITY, JOLLY CHILLY, CITY CHILLY BEANS. OH, NO, I'M CONFUSED.
HE'S NOT WITH IT.
LET'S FIND SOMEBODY SANE. WE MUST FIND OUT WHERE THE OTHER BELL IS. HOW ABOUT THERE?
HELLO!!
YO! HOW'S YOUR BRAIN? I'M THE SAVIOR MOONLIT TIGER.
THE SAVIOR?
CAN HE SAVE HIMSELF??
WHAT DID YOU SAY, BOY? I KNOW WHY YOU ARE HERE, BUT I DON'T HAVE TO TELL YOU ANYTHING.
OH, I'M SORRY, PLEASE SAVIOR, TELL US WHAT YOU KNOW.
ALRIGHT, I'LL TELL YOU SOMETHING VERY SPECIAL. PEOPLE IN THIS TOWN ACT SO STUPID!!

LITTLE NINJA BROTHERS

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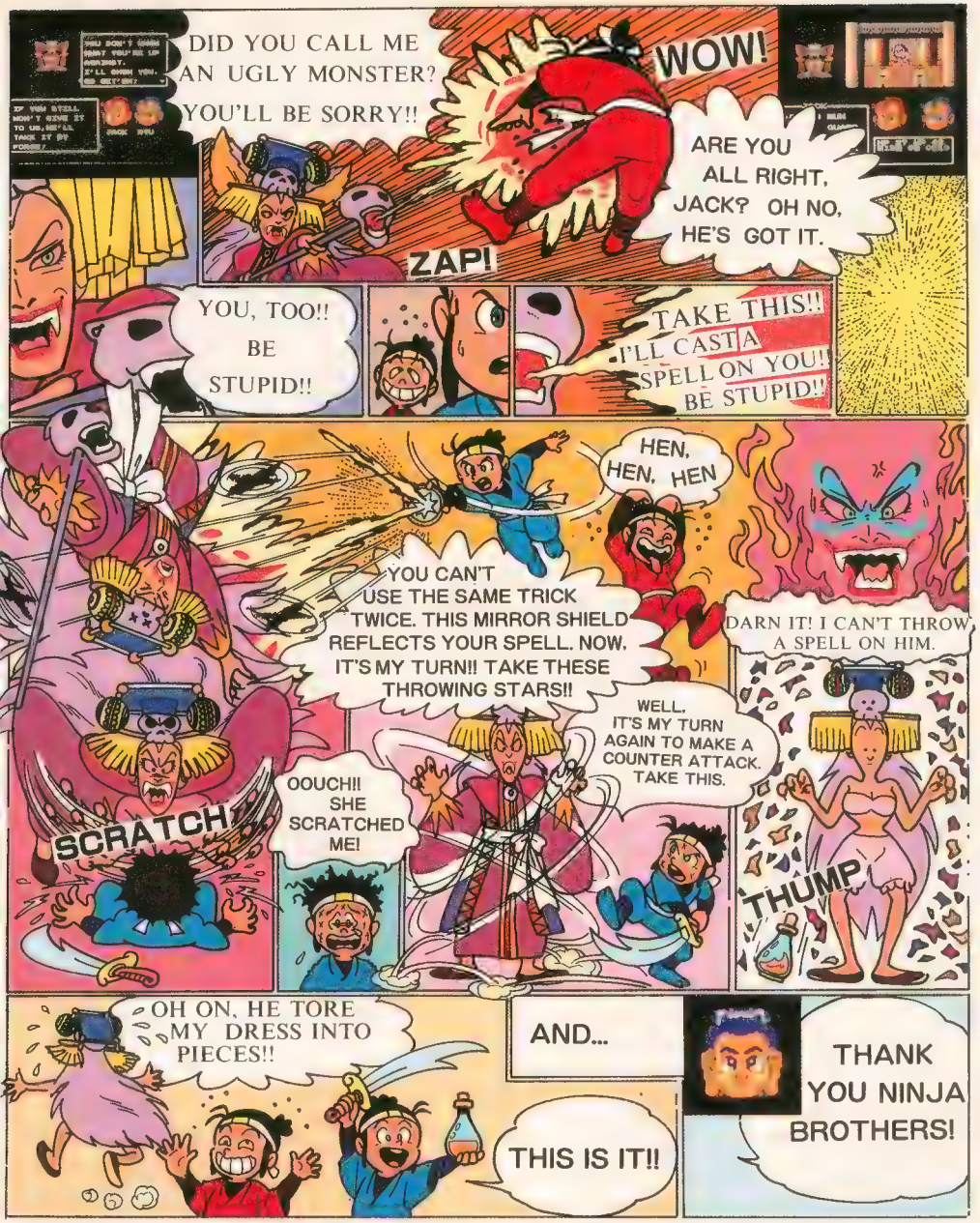

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GAME OF THE SAME TITLE PLEASE ACKNOWLEDGE THIS.

NINJA BOY

I'M THE QUEEN OF THE WATER LILY SPIRITS. THANK YOU FOR RECOVERING MY PALACE FROM THE EVIL QUEEN.

WELL, MOONLIT TIGER, RYU IS BACK TO NORMAL AFTER TAKING THE ANTIDOTE, BUT HOW DO YOU TREAT ALL THE PEOPLE IN THE TOWN?

THAT'S EASY. POUR IT IN THIS SPRING. THIS IS THE PEOPLES DRINKING WATER.

THAT'S A GOOD IDEA. I'LL LET YOU DO IT.

YOU ARE THE SAVIORS OF OUR COUNTRY.

HERE'S A REWARD.

I HEARD THAT THERE'S ANOTHER ONE IN YOKAN, THE CAPITAL OF CHINALAND. GO.

THANK YOU.

LOOK!! ONE OF THE BELLS OF PRISM!!

WE'VE GOT THREE BELLS. FOUR MORE TO GO!!

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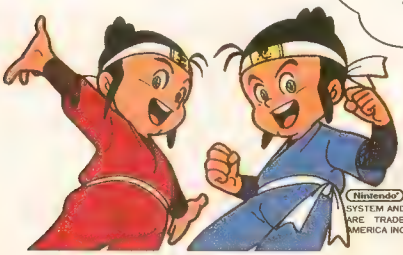

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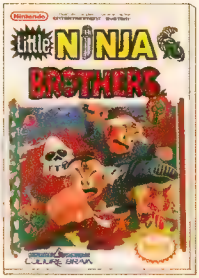

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Push "3" if you want to listen to our radical Nintendo Tip of the Week.

The Hot Tips Bulletin Board

If you choose **Option "1,"** the Hot Tips Bulletin Board, the Hotline will direct you to press certain numbers on your phone to pick the game system you have, and the game title you want to hear tips on. Be sure to have a pencil and paper handy to write down the tips!

The Developer's Beat

If you choose **Option "2,"** the Developer's Beat, you'll be asked to key in the extension number of the developer of your choice. You can find their extension numbers on this same page.

The Nintendo Tip of the Week

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$1.75 for the first minute, 90¢ for each minute thereafter.

Be sure to get your parents' permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice.

GamePro's Hot Tip Hotline Program Guide

The Hot Tips Bulletin Board

For the Nintendo Entertainment System – The Simpsons!

Without your help the Bartman's spraypaint, slingshot and dart gun will be no match against the space age aliens that are taking over Springfield! So don't have a cow man – just take a hint from the Hotline to help this smart alec Simpson save the day!

For the Sega Genesis – Mickey Mouse: Castle of Illusion!

Mickey's best gal pal Minnie has been captured by the evil witch Mizrabel! To save her, Mickey must find the magic seven gems in the deadly Castle of Illusions! For hot tips to bounce miserable Mizrabel out of her lair, daring rodents should let their fingers do the walking.

For the NEC TurboGrafx-16 – Ninja Spirit!

Grappling with demons from the spirit world is never a piece of cake. So be sure and tap into the Hotline for tips and tactics on dealing with these ghostly foes!

For the Sega Master System – Golden Axe Warrior!

The Death Adder is back...with an axe to grind. Your quest to find this mad adder will take you across three continents, so check in with the Hotline for some tips and tactics chop talk!

For the Game Boy – Final Fantasy!

They say the adventurers who went before you found Paradise...but they never came back to tell their tales! Now you choose to scale the mysterious Tower. But like every prepared explorer, you call the Hotline first.

The Developer's Beat

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Call now for hot tips, secret hints, and sneak previews of brand new Acclaim and LJN games!

1388 Activision
Call for information on how to get your $10 Savings Certificate–good towards purchase of our Nintendo games!

9320 ASMIK
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5924 CAPCOM USA
Tips & Tricks for our latest hit game, **Little Nemo the Dream Master**!

2246 Data East
Dial Data East for a sneak peek at our dangerous new title **Werewolf**, plus get game tips for some of our most popular Nintendo titles ever!

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Kabuki-Quantum Fighter...the challenge begins!

1255 Hi Tech Expressions
Tips, news, and reviews on great games like **Orb 3D**, **The Hunt for Red October**, **Muppet Adventure** and **Remote Control**!

9457 Hudson Soft
Enter the Hudson Soft game sweepstakes! Don't delay! You could be the lucky winner!

3111 Jaleco
Do you have a chainsaw without gas? Stuck on **Maniac Mansion**? Call in weekly for helpful hints.

6852 KOEI
Call now for tips on our newest hit, **Nobunaga's Ambition II**!

3345 NEC
Call now to hear about all the killer games for the TurboGrafx-16 system!

2779 SETA USA
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7443 TAITO Software
Stay tuned for high-level hints and winning strategies for **Puzznic**, **Dungeon Magic**, and **Chase HQ** for the Game Boy!

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PRO REVIEW

By Boogie Man

You flip on your TV set and immediately the dark image of a huge bat casts an eerie glow across your living room. This can only mean one thing: The Joker's back in town! You're needed.

You quickly put on your black cape and cowl – and pick up your Genesis control pad. This time laughing boy is yours!

The Dark Knight Returns

The Caped Crusader's chased the Joker through the NES and the Game Boy, now he takes on the mad master of homicide on the Genesis. Batman by Sunsoft is a great action/adventure cart where you hunt the Joker through seven thumb-numbing levels to wipe that crazy grin off his face. Much of the sideview multi-scrolling action is reminiscent of Revenge of Shinobi, ESWAT, and Shadow Dancer, but in addition to the general jumping, punching, and kicking action, Batman also sports two horizontally-scrolling vehicle shoot-em-up stages, where you guide the Batmobile and then fly the Batwing.

The art of surviving in the Flugelheim Museum.

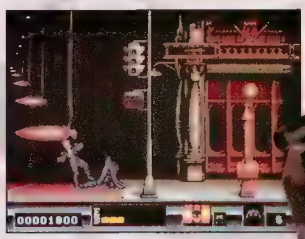
Bat Looks

This is a gorgeous cart that features the same dark look and gothic creepiness that gave the movie is unique style. In fact, this cart follows the movie in several ways. The storyline is straight from the film, and the seven levels of the game take place in locales Batman movie fans will recognize such as the Axis Chemical Factory and the Flugelheim Museum. There's a slick between-level sequence that's straight out of the flick; even the cart's Vicky Vale looks like Kim Basinger. Levels 5 (in the air over Gotham City) and 6 (inside the spooky Gotham Cathedral) are excellent.

Cool Crimefighting

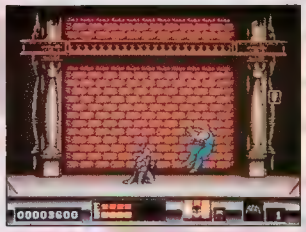
Batman has more than good looks going for it. The overall combat is murder, and the vehicle stages add an excellent mix to the action.

Batman's fighting technique is lean but mean. He's got a nice straight punch, but his crouch kick is best against most foes. You can quickly toss deadly Bat-



Batman's crouch-kick.

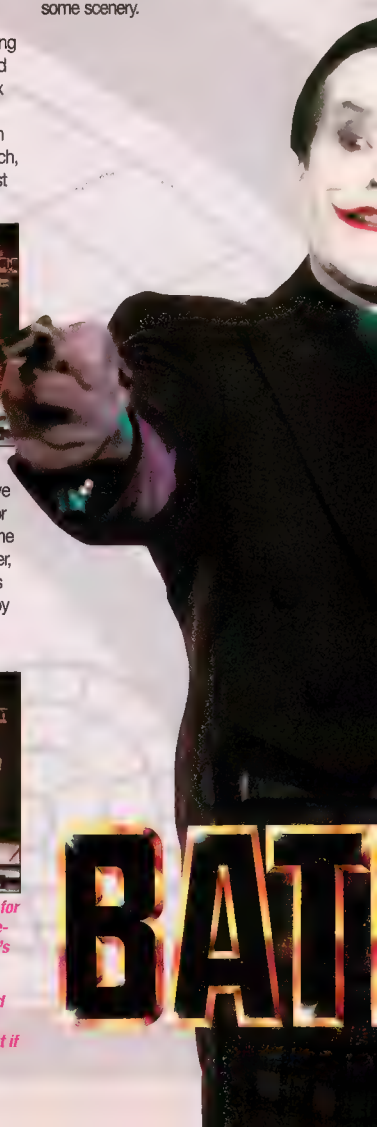
arangs, if you've got 'em, and they have unlimited range. When the Batmobile or the Batwing takes over, you get machine guns and guided missiles, too. However, the supply of Batarangs and missiles is limited, and you must replenish them by grabbing the appropriate icons when they appear.

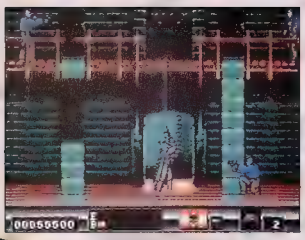


PROTIP: On Level 1 save your Batarangs for the Boxer boss, then use them all. But remember you can't damage anything if it's offscreen.

PROTIP: Batman's defensive stance (hold down B) stops just about every regular punch or shot, including laser blasts, but if you try to use it as you stand toe-to-toe with Bazooka men you'll take a hit.

The 'Man's moves are similarly scanty – a regular jump, a crouch, and an aerial somersault – but they're enough to get him out of hot water. He can also pull himself up out of tight spots with his unique Grappling Hook, which he fires directly over his head to latch onto some scenery.





The Grappling Hook pulls you out of trouble.

PROTIP: You can jump up and stomp down on some of the bad guys.

The Joker's No Joke

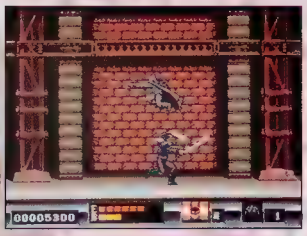
The Joker's gang is a murderous motley crew. Just the same, one-on-one you'd handle any one of them no problem-o. However, teamed with the obstacles and traps, they're formidable. In addition to the usual assortment of jumps and moving platforms, you must dodge auto-lasers, sidestep dropping chandeliers, and tip-toe across exploding pipelines. Thugs and Sliders beat your brains, and Bazooka men and Hitmen blast you into Bat dust. Axel's got several axes he'd like

Jokermobiles mean vehicular homicide.

to grind – on you. In the vehicle stages you drive up against high-tech mechanized terrors-on-wheels such as Assault Tanks, Rocket Launchers, and a Nuclear Power Blaster. Up in the sky you battle a tough squadron of Joker-copters and the infamous DDID Clown Balloons.

PROTIP: The Bazooka men on Level 2 lean forward right before they fire.

PROTIP: On Level 3 you can beat Axel, the big axe dude, by ducking down and kicking him.



PROTIP: Level 3 boss Sinbad Crusher is a real cut up, just remember that you can jump over him and hit him from behind. Also, he can't hurt you when he jumps into the air, but you can hurt him there.

PROTIP: The Level 4 Grenade Launchers fire in an arc. You can drive under the arc to blast the Launcher.

This game will drive you, well, batty. Level 1 is so easy it's just a warm-up, but then the game gets progressively more difficult until you're ready to crush your controller. Levels 2 and 3 are deceptively tough fun. The gangsters and the traps don't seem to be hard, but before you know it – Game Over! Levels 4

The Batwing battles Joker Copters against Gotham's night skyline.

(a Batmobile war on wheels) and 5 (aerial combat with the Batwing) are just plain tough vehicle stages. Level 6 is a classic knockdown drag out showdown with the Joker, but you must re-fight all the bosses and take on several new creeps.

You can start with 3, 5, or 7 lives, and you can continue where you left off up to 5 times. To keep yourself going, you can increase your life meter from 4 increments to 8 increments, grab Hearts, and find a few 1-Ups.

The Legend Continues

Batman's a great action cart that every Genesis street-fighter must take on. If you're bats about Batman, get this cart!

Batman doesn't throw anything new at you, but even though you may have done it all before, it's never looked this good. Even the music and the sounds stand out. Batman's a winner.

Has the Joker finally had his last laugh? We hope not.

GamePro's Game Rating System

Batman by Sunsoft
$34.95
Available now, 4 megs

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VALIS III

By Doctor Dave

Renovation lit up the skies with Gaiares (see GamePro, March 1991) now it's about to turn a spotlight on the Dark World! Valis III is another 8 meg cart new from Renovation for the Sega Genesis. This hot side-scrolling hack-n-slash adventure game will definitely keep you on your toes!

In this mean cart, you play a woman warrior named Yuko who has journeyed to a place called "Dreamland" to become a Valis Warrior and defeat Glames, the ruler of the Dark World. If you plan to survive the seven Acts of thumb-burning sword fighting just know that you'll need an edge – the Valis Sword to be exact.

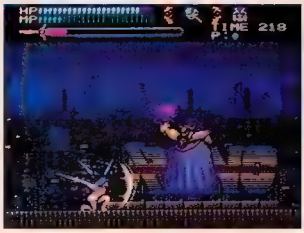
The game's called Valis III because there were two previous carts which starred Yuko and the Valis Sword. The first installment was a PC Engine cart that never left Japan, and the second appeared here for the TurboGrafx-16 CD-ROM. Is there an ongoing storyline that connects each game? Yes. Do have to be familiar with the other carts to go nuts over this Genesis version? Not at all.

Three Woman Warriors

Valis III is an outrageous challenge, but you have help. In the first two Acts you recruit two partners. Your first task is to rescue Cham who was born of the Dark World and is avenging her father's death.

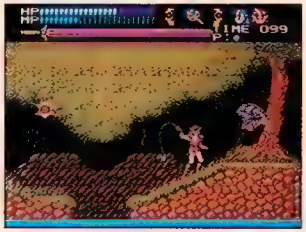
Be sure to search all areas for hidden 1-ups!

You'll find Cham at the end of Act I if you defeat Garther, one of Glames' henchmen.



Yuko and Garther fight to the finish for Cham!

Act II consists of both vertically and horizontally scrolling stages. You can now use either Yuko or Cham by pressing Button A. Yuko still has her sword although it has limited power for now while Cham uses a bladed whip which is more effective.



bladed whip

At the end Act II you must free Princess Valna, Yuko's sister, from a magic crystal cell. Once Valna is free, she takes over and battles another of Glames' subordinates, Kolilanba.

Defeat Kolilanba and now you 'll be able to select any one of three main characters to fight onward. You can change characters at anytime except while fighting bosses.

Dark Shadows

From here on in get set for wicked swordplay. The Dark World looks great for a place overrun with zombies, scorpions, and giant flies. But don't let the sights distract you! The fighting is furious. If you're good you can shed some light on the Dark World with any one of the characters, but they each have unique skills which require different fighting techniques. If you make it through with one character, go for it again with another character.

Yuko, Cham, and Princess Valna wait for the Valis Sword to regain full power in this animated sequence!

A Cut Above

You may have seen this title for the TurboGrafx-16 CD-ROM, but this Genesis version has much more detailed background graphics with multi-scrolling and a hot soundtrack. The gameplay is fast and reacts quickly to your controller moves. The animated sequences between each Act are nicely done with a great storyline that keeps you eagerly anticipating what comes next. Read my lips: This is one game that you shouldn't pass up!

Valis III by Renovation
$69.99
Available now, 8 megs

KABUKI

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The setting—Earth, the future. The defense computer protecting the entire planet has been invaded by a constantly mutating, evolving virus. One lone volunteer has the courage to face the virus on its own ground. Converted to raw data and transferred into the circuits of the computer, the molecular structure of this brave warrior is transformed by the as-yet untested Image Transfer System. Into the circuits of the computer steps an unlikely hero—the Quantum Fighter! Six levels of challenging action, unequalled game control, and a surprising arsenal of weapons!

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ALIEN STORM

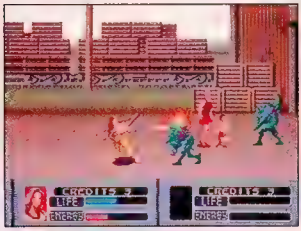
By Doctor Dave

Sega's done it again! Just as with Golden Axe, they've cranked out an awesome, side-scrolling, action-packed Genesis translation of one of their hottest arcade titles. This time it's Alien Storm!

If you've never fed quarters to Alien Storm in the arcades, know that this cart's very similar in style and gameplay to Golden Axe for the Genesis. In this eight mission extraterrestrial blaster, two players can play simultaneously. Your task is simple: rid the Earth of outer space vermin.

The Heroes

To start the game, you select one of three characters. Each one is armed with different types of weapons including a special weapon that wipes out all monsters onscreen. You can't really control when the various regular weapons appear, but they all do the same damage.



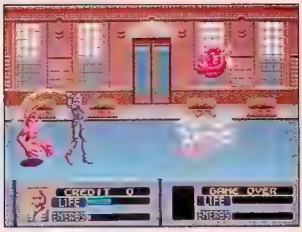
Save helpless human families!

Each character is formidable, and they're all a kick to play. The woman has some hot moves, but it's her flame thrower that makes things sizzle. She busts great flying leaps and super flips for acrobatic attacks. Her special weapon is a gigantic missile that drops down out of the sky. The man is a real buffed dude, but that doesn't mean much here. His favorite weapon emits a beam of cracklin' energy. He has a friendly attack ship which flies by and sprays enemies with lasers. The robot is an awesome metal dude with an electric whip. His special weapon enables him to self destruct, thus destroying everything around him. Then, he reconstructs himself in seconds.

Alien Nation

Once you pick a player, you're ready to rock and roll. Each mission starts off with a side scrolling level. The aliens have landed and they're already taking over. You must use all of your killer moves to stop them.

Clear a level and you enter a building for a first person perspective shoot out. Fire your weapons at aliens as they sneak across the screen or leap out at you from their hiding places.

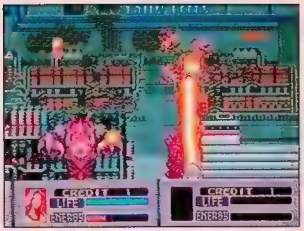


The Robot's electric whip.

Then, on odd-numbered missions, you put on your running shoes and chase the space pests in a super quick, side-scrolling, run and gun track meet.

PROTIP: Take a few steps towards any alien you attack so you can swing around and get the thing behind you.

PROTIP: Sometimes shooting humans in the first-person stages drains your energy.



PROTIP: In the first-person stages always pick up energy canisters and shoot first-aid kits to restore life power.

Extra-tough Extraterrestrials

You won't run into many boss creatures, but you won't miss them as you fight through the eight missions! In each mission, you run across nightmarish alien beings such as winged heads, awful space slugs, gigantic spiders, gross little gremlin-type creatures, and other things too disgusting to try to describe. Each monster has a special attacking style, but their killer move is to either latch onto your head or swallow your body whole!

PROTIP: Destroy this boss by flipping over him and firing downward.

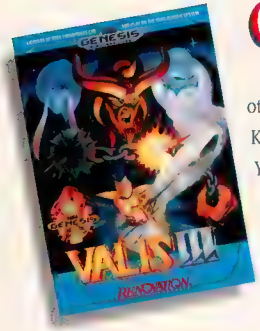
The Doctor's Prognosis

Alien Storm mimics the arcade version perfectly. You get a great variety of easy-to-do moves, and there's never a dull moment. The simultaneous two player function in particular is outrageous fun! Don't let the Aliens take the Earth by storm!

Alien Storm by Sega
Price not available
Available July

Dare to wield the sword of Valis!

8 MEG POWER



Okay, so the real world isn't so bad. But Dreamland and the Dark World are absolutely killer! And you're part of it.

You become Yuko Ahso, and you get transported to the otherworld to defend Dreamland against attack from the Dark King Glames. Only by wielding the powerful Sword of Valis can Yuko and her twin sister, Valna, defeat Glames' evil hordes.

Characters like Queen Valna, Cham, and the evil Garther make this dramatic action game unlike any other.

Valis III. A game so realistic you'll have trouble separating fantasy from reality.

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By The Missing Link

There is life after The Jungle Book, at least for Baloo the Bear. Baloo, on the questionable advice of his pal, Louie the Orang-utan, is off and running on a coco-nutty adventure to find an ancient stone map, which leads to the lost city of Ionia – home to the secret powers of the universe.

Easier said than done. Not only has the map been split into five pieces but Baloo's longtime arch enemy, ShereKahn the Tiger, is itching to get his paws on it, too. Move over Indiana Jones, Baloo the Bear's about to make action adventure history.

Doing the Watusi

You name it, jungle, ocean, or frozen wasteland, and a piece of the map has found its way there. Baloo takes the ride of his life through seven levels (four regular levels and three Secret Levels) in this globetrotting map-a-thon. He slips, slides, swims, leaps, and flies (via bi-plane) through exotic and dangerous places such as the lush Watusi River Valley, the frigid Ice Caves of Thembria, the trenches of the Great Simeon Reef, and ShereKahn's corporate headquarters, the Aerodrome. Each time Baloo conquers a level he's rewarded with a piece of the map.

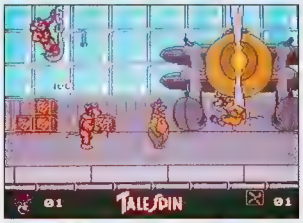
Champagne and red carpets aren't part of the welcome package in these places. Instead, Baloo's greeted with spears, wrenches, snow balls, and gleaming fangs by the local inhabitants, including Watusi jungle-warriors, Barracudas, and Panthers.

PROTIP: In the Ice Caves, duck down and let the penguins jump over you.

PROTIP: Jump over electric Eels while you search the Simeon Reef.

Bombs Away

Big Baloo's equipped with plenty of built-in brawn, the bear necessity for defense since he tosses anything from coconuts to scuba gear bubbles to knock the beasties on their noggins. Baloo's a little slow on the re-load, but a quick flick of the Turbo-Switch speeds up his pitching. However, even that won't help you fend off the occasional partially-seen or totally off-screen enemies that blind-side Baloo.

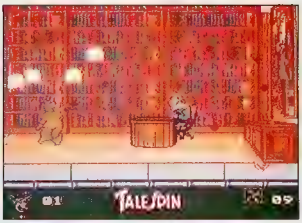


PROTIP: Baloo's not fast enough to keep up with the wrench-lobbing Panthers in the Aerodrome. To avoid hits in the back, move forward as fast as possible until you reach the elevator.

PROTIP: Be very careful when you jump over the second ice hole in the Thembrian Caves. Position yourself at the very edge of the puddle before you jump, otherwise you might hit your head on the icicle overhead and fall in.

Beauty and the Beasts

It's dew claws up for Tale Spin's graphics. As you might expect from a Disney/NEC collaboration, the animations and the sound are first rate.



PROTIP: When you reach ShereKahn's office, position yourself where the first and the second bookshelf connect and start blasting coconuts diagonally upwards. You'll be able to deflect the falling books, as well as hit ShereKahn.

Can You Bear It?

All you Turbo-tappers who've been patiently awaiting a new action adventure title may be in for a surprise. Fast-action and frustration are the name of this game, questionable attributes when it comes to the impatient gamer. For the nimble-fingered experienced player, Tale Spin is a moderately challenging adventure. You might want to tag along as Baloo spins this tale.

Tale Spin by Disney
$ 61.99
Available July, 4 megs

GO! GO! TANK
Fulfill your mission in helping the tank reach its goal. It's non-stop scrambling fun with the most unique game ever. Go! Go! Tank!
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16-bit Gamer's Guide Part 2

The TurboGrafx-16 is a rad video game system, but we all know you need great games to make a great system. Take a look at what TG-16 owners have in store for them by the end of the year.

The TurboGrafx-16: Trying Harder

The Addams Family

They're serious and spooky, mysterious and kooky. They're altogether ooky. That's right, Compact Disc Players, the Addams Family is about to bring its hauntingly funny perspective on life to the TG-16 CDROM. This off-beat action-adventure game will be based on the movie currently in production. Of course, you get all the weird characters that make up the great Addams Family household – Gomez, Morticia, Uncle Fester, Grandmama, Pugsley, Wednesday, and Lurch ("You rang."). *(By NEC, One Player, Available November)*

Bonk's Revenge

Andre Panza Kickboxing

Most of you are familiar with kickboxing, but you may be wondering "Who is Andre Panza?" Better smile when you say that, he's the current world champion of kickboxing! In this pugilistic sports simulation, you learn the sport of kickboxing by going through training, practicing, and then entering a major tournament. You face eight opponents, and you get 56 moves. You can even customize your controller commands so your character displays a certain "style" by using your favorite moves. The game saves all this data. It's a kick. *(By NEC, One or Two Players, Available October)*

Bonk's Revenge

Astralius

Here's a role-play game that really rocks. Battles are fought with music, and spells cast in battle graphically conjure up robots, fire creatures, and genies. You explore four hostile continents with the aid of highly detailed overhead maps and slick close-up maps. Sounds good. *(By IGS, One Player, Available September)*

Bonk's Revenge

Bonk's back! This time he bumps heads with King Drool III, grandson of the Drool he cooled in Bonk's Adventure. Bonk's Revenge (see GamePro, April '91) takes the cranium-crashing bad boy through eight labyrinthine levels in a headbutting romp through prehistory. Bonk gets new powers including flying and spitting fire, and you get some great hidden bonus rounds. Bonk still good. *(By NEC, One Player, Available August)*

Darkwing Duck

What evil lurks in the hearts of men? The Duck knows. The Duck? Yes, Darkwing Duck is about to make his debut as Disney's newest afternoon kiddee cartoon show, and soon after that he'll be winging his way to the TG-16. This little, waterproof crimestopper is sort of a Lone Ranger with webbed-feet. In this action/adventure game you'll assist Darkwing Duck on a stupefying investigation. It's a quack up. *(By NEC, One Player, Available November)*

T.V. Sports Hockey

Davis Cup Tennis

Welcome to the world's premiere international tennis tournament. You can play doubles or singles against tennis pros from all over. The cart splits the screen horizontally, so you get two views (two different perspectives) one on top of the other (just like Final Lap Twin). There's a full screen court view, too. Use two TurboExpresses and you each get your own view. *(By NEC, One or Two Players, Available September)*

TV Sports Hockey (See page 52)

Impossamole

Mild-mannered Monte Mole was having fun in the sun – until the Aliens decided to join him on his vacation. They need a hero to save their galaxy so they endow Monte with amazing superpowers turning him into – Impossamole! In this 4 meg game you travel to five different out-of-this-world planets to face some hilarious creatures. This game's not just for laughs, but it IS fun. *(By NEC, One Player, Available September)*

Continued on page 52.

BLOBERT IS BACK!

DAVID CRANE'S THE

RESCUE OF PRINCESS BLOBETTE™

New For GAME BOY

That's right, jelly bean–loving Blobert (Blob, for short) and his faithful Earth-boy companion are back in a brand-new adventure in Tasmilia Jr.! This time, the dynamic duo's exploits take place in the Grand Castle of Blobolonia, on Blob's home planet, as they attempt to free the lovely—and imprisoned—Princess Blobette™ from the clutches of the treacherous Antagonistic Alchemist.

Join our heroes as they encounter secret rooms, clever traps, and dangerous obstacles in the labyrinthine depths of the castle.

But all is not lost—the two share a very special secret: With each flavor of jelly bean the boy feeds Blob, Blob will magically transform into a different shape that can help the intrepid pair get past just about anything the Alchemist can conjure up!

The sensational sequel to *A Boy and His Blob*, winner of a 1990 Parents' Choice Award!

ABSOLUTE ENTERTAINMENT

Official Nintendo Seal of Quality

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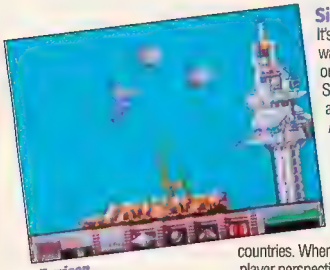
It Came from the Desert

It Came from the Desert is still coming, but it's getting closer. This is a great-looking CDROM game that combines digitized video images of real-life actors with regular TG-16 graphics. In this tribute to B-science fiction movies, those wild and crazy nuclear scientists have screwed up in a major way. Now, Love It is a small town with big bug problem, as in giant ants. This game is swarming with arcade-style action. If you thought the Amiga version looked good, according to NEC you ain't seen nothing yet. *(By NEC, One Player, Available October)*

Lords of the Rising Sun

Travel back in time to feudal Japan via CDROM. Join the blood feud between two brothers in this action/strategy game, where you command armies, storm castles, and even mobilize assasssins to help you become Shogun. Got a yen for samurai action? *(By NEC, One Player, Available December)*

Turrican


Turrican

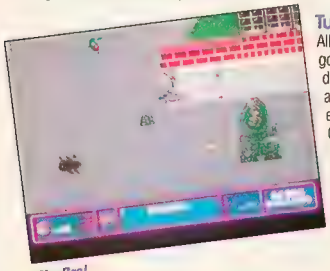
Silent D'Buggers

It's tough to make a buck anywhere after a huge war devastates Earth and the Solar System. The Silent D'Buggers are outer space mercenaries with a nose for cash. In this first-person perspective shoot-em-up you join the SDs as they enter a long-dead space station in search of a legendary cache of gold. You must fend off an army of weird space beings hiding throughout six murderous maze-like levels in this 4 meg game. *(By NEC, One Player, Available October)*

TV Sports Hockey

This is great ice-scraping ice hockey with an international flavor. You can play an exhibition or an eight-team tournament with teams representing the U.S.A., the U.S.S.R., Poland, and five other countries. When you take a slap shot there's a great behind the player perspective. If your opponent takes a shot on goal, you instantly become the goalie. Using the TurboTap up to five people can play, on the same side or mix and match. Fights? You bet, but it means the penalty box for you! *(By NEC, One to Five Players, Available October)*

Yo, Bro!


Yo, Bro!

Turrican

All the awesome adventurer Turrican wants is a good night's sleep. But first he must defeat the evil demon Morgul, who is responsible for the fears and nightmares of mankind. Turrican's epic adventure takes place across an enormous universe that includes five different worlds. The state-of-the-art weaponry here is outrageous. Get set for some serious thumb burns. *(By Ballistic, One Player, Available 4th Quarter)*

Yo, Bro!

Yo, Bro! You're the town's baddest bear on a boar! A mad professor's dealing obnoxious creatures around town. Bogus! To make the streets safe for serious shreddin', you must pick up weapons, save the straights, and eliminate the monsters. Better skate straight, it's 30 rounds of wheel-burning thrashing. And talk about your bro's, four Beach Boys songs make up the musical score. Help me, Rhonda! *(By NEC, One or Two Players, Available August)*

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GAME BOY

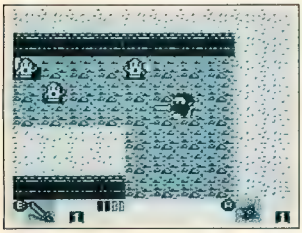
PRO REVIEW

By Brother Buzz

Welcome to ancient Japan where men were men and ninjas really were ninjas. Lord Nobunaga Oda is trying to unite the country, and he's just heard a rumor that his awesome adversary, Shin Takeda, has died. To make sure he's asked a ninja master to send out a spy, but the master only has one student – Taro.

Taro's Tales

Ninja Taro from American Sammy is a cool, epic tale for serious Game Boy adventurers who want their hacking and slashing and their role-playing, too.



Keep the spooks at bay.

This is a great-looking Game Boy cart with nicely detailed characters and picturesque scenery. You guide Taro through an expansive countryside as he fights weird beings, converses with other characters for vital info, and collects weapons and items. Taro does all this slicing, dicing, and enticing via a ¾ overhead perspective.

There are no levels in the usual sense, instead Ninja Taro features seven adventures that force you to think as well as fight. The adventures seem unconnected but of course they reveal information and items necessary to unravel Lord Takeda's mysterious disappearance. Your tasks include exploring cursed caves, capturing an elusive thief, and finding a lost boy. Sometimes you must return to a story you think you've completed.

PROTIP: Always talk to characters. Even if you've spoken with them already, the second time around they may have new advice or important tools, especially Ninja Masters.

NINJA TARO

Monsters and Mayhem

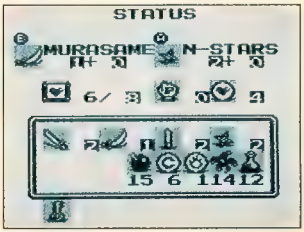
The cart's menacing menagerie looks like it materialized straight out of Japanese folklore. You face assorted demons, specters, and other monsters as well as evil samurai. The regular villains and creatures move in predictable patterns, but there's a gang of 'em. Each story has a unique adversary that requires a special strategy. And, every so often you fall into one-on-one combat with one of several different, big, hulking monsters. When you face these guys, you'd better think quick, they're deadly.

PROTIP: Bad creatures hold special items. If you find something good (such as Herbs), keep slashing them to replenish your supply.

PROTIP: You don't have to grab meat unless you need it. In fact, leaving a piece of meat (or any other item) untouched means the creature who held it won't regenerate.

PROTIP: The Thief attacks in a circle. Wait and use Ninja Stars.

Don't blame the cart if you meet defeat. Taro has no slick moves, but his weapons include two swords, Ninja Stars, Daggers, and Bombs. Special Ninja items include Water Spiders for crossing waterways, Camouflage to blend into the background, and Fire that turns you into a human torch. The easy to use Sta-

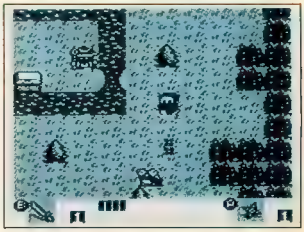


A well equipped Ninja needs a Status Screen.

tus screen enables you to monitor your health and power and switch Ninja powers/equipment control to any GB button. You also get plenty of power-ups, unlimited continues, and a battery backup.

PROTIP: Ninja Stars can fly through scenery.

PROTIP: Don't be macho in ancient Japan, restore your life power whenever you can.



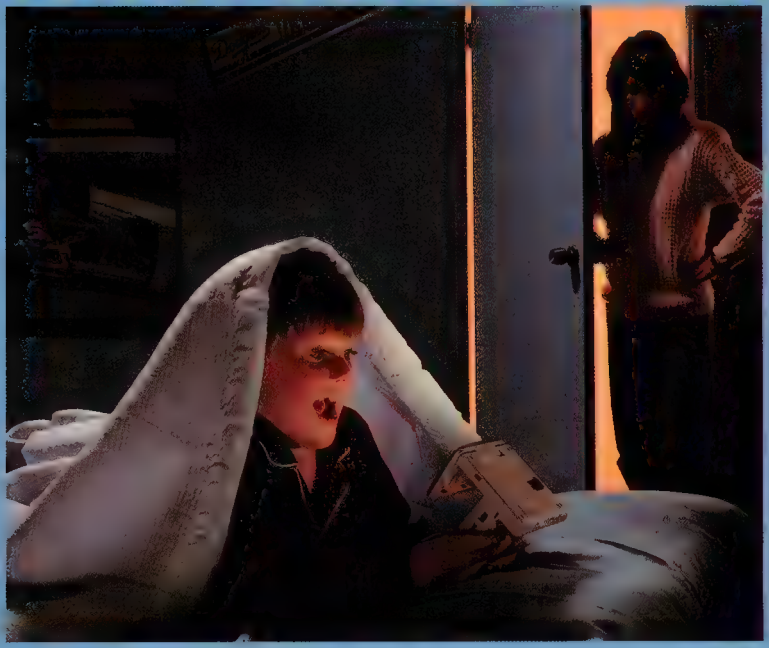
Ninja Stars are powerful short-range weapons.

A Big Little Adventure

If you're looking for a rousing adventure story, take on Ninja Taro. You'd best be prepared to log some hefty Game Boy time, but it's fun to visit old Japan and lose yourself in Taro's challenging quest. This ninja cart deserves to come out of the shadows.

Ninja Taro by American Sammy
Price not available
Available July, 1 meg with battery backup.

Light Boy is Bound to Attract Attention!



The Vic Tokai Light Boy is the best thing that happened to my Game Boy. It's "lights out" and the action hasn't ended; it's just beginning. I can see the LCD screen a hundred times better, because Light Boy magnifies the screen 1 1/2 times. Light Boy even comes with batteries. What more could I ask for!?! It's no wonder Light Boy is bound to attract attention...

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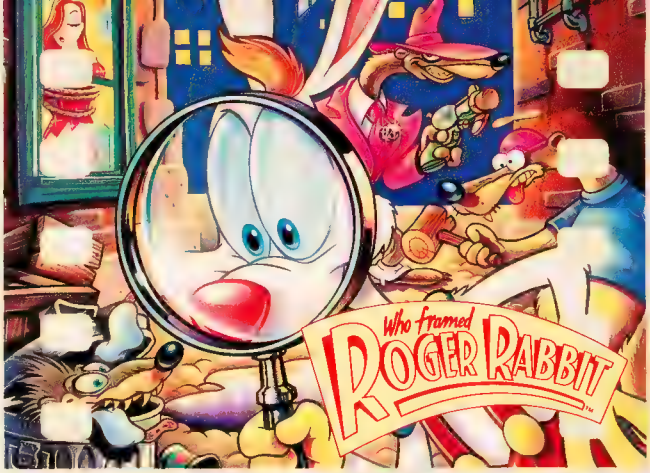


By The Missing Link

Roger Rabbit's up to his ears in trouble and ooooooh he would just kiss you if you'd help him out – puuuuhlease!

Gloomy days for Toon Town. Judge Doom's made a bogus ruling – he wants the deed to T-Town, and he'll de-animate any Toon who tries to stop him.

Gun on the Run

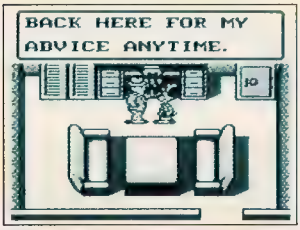
And you thought Twin Peaks was a tiny town with big secrets – peanuts! Game Boy Toon Town's practically ooozing with slimy secrets and shady characters. In fact, that's how all the trouble began.

Compliments of Judge Doom's goons, the Weasels, Toon Town's rightful owner, Marvin Acme, bought the farm and Jessica Rabbit's been kidnapped. What's a cartoony rabbit to do? Hop into the sleuthing-mode and make like Dick Tracy.

A Hare-Brained Scheme

There are six parts to this cottony tale. While you dodge bullets and bombs from Doom's Weasel pack, you scour every street, building, and back alley of Toon Town, questioning everyone and searching for clues, weapons, re-energizing Carrots, ammo, and anything else that might help you in your investigation.

Capcom's served up creme of the crop tunes and cool graphics that scroll every-which-way. The key Toon-players retain their cartoonish good looks, too. For example, Roger has his signature ear-twitch, Jessica's still got the best curves in town, and you'd swear Bob Hoskins has taken up permanent residence in the Game Boy video-dimension as Eddie Valiant.

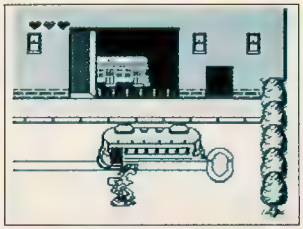


PROTIP: Eddie isn't joking when he offers to give you advice. Don't hesitate to ask for his help, often.

Scared Stiff

Moving Roger around town is easy. Although Roger's not a quick bunny, he's nimble. Bunny boy does, however, have a nasty little rabbit habit that costs him. For some reason whenever Roger gets up close and personal with Weasels and other Toon enemies, he comes down with a sudden case of stage fright, becoming slow, stiff, and difficult to control. Prepare to eat some lead.

All is not lost. There are two good ways to remedy this affliction. The first is the Punching Gun. Once you get the hang of using it, you can attack enemies from a distance. The second remedy is life-giving Carrots. Keep your eyes open and memorize where they're hidden. Then, when you're on the verge of becoming rabbit stew, go back and grab one.

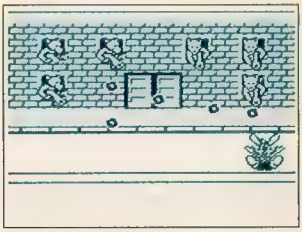


PROTIP: The street car ticket is good for a round trip. There's a reason for this. Think about it hard when you're trying to track down the Toon Gun.

PROTIP: Toon Town may be small, but it has a challenging geography. Memorize the quickest travel routes – it could save your life.

PROTIP: Unless you're riding the Street Car, avoid the building due West of the Street Car station at all costs.

PROTIP: Keep an eye on gates and doors. Sleuth out the right clue and a previously closed door may suddenly be wide open the next time you pass by.



Open season on rabbits.

They're Playing Your Toon

If you love a good portable mystery, get into the Roger Rabbit habit. A game for all ages, Who Framed Roger Rabbit is a clever and entertaining whodunnit that's challenging enough to keep you interested without causing you to rip out your hare.

Who Framed Roger Rabbit by Capcom
$29.95
Available August, 1 meg

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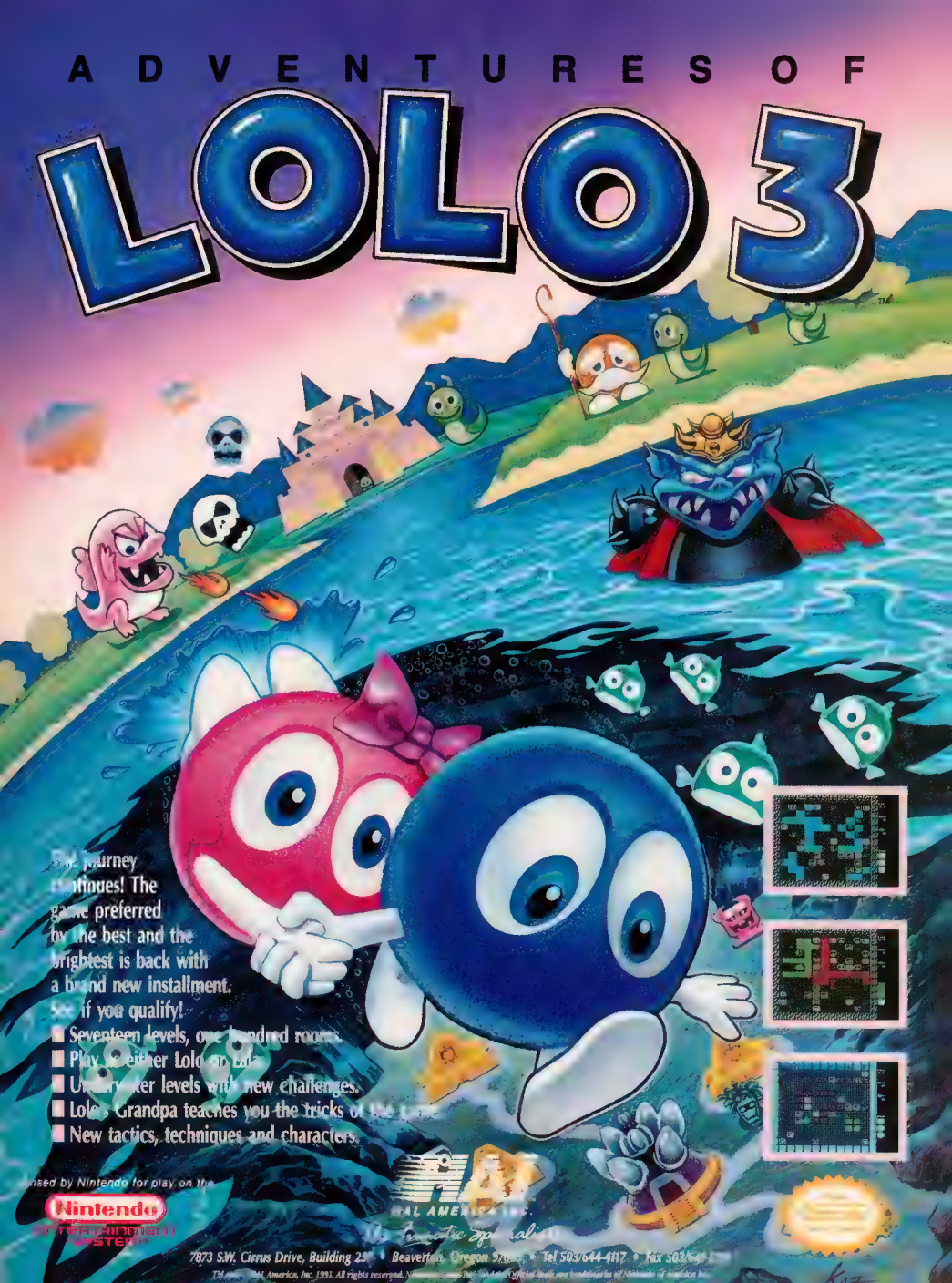


Caesar's Palace

By The Spam Weasel

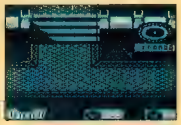
"Psssst! Hey dude! How'd ya like $1,000 to spend in Las Vegas?" That's the deal in Caesar's Palace, a new Game Boy gambling cart from Arcadia.

Should you go for the flush?

Step through the glass doors of Caesar's and you can do anything you want to do. If you want to play some Slots, just pick a machine. If you want check out the temperature, just walk out the doors. It's all up to you and your wallet.

PROTIP: The more dough you win, the more luxurious your ride home will be. But lose all your money, and it's the bus for you.

Most of the games you'd find at the real Caesar's Palace are here, and they play the same. The miniature casino has five 5-Card Draw Poker machines (including a $100 machine), two Blackjack tables with no minimum or maximum bet, a Money Wheel, and eleven different slot machines. You even get restrooms.



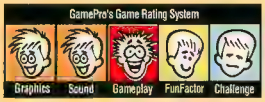
Where to first? The wheel? Blackjack? Roulette?

PROTIP: Your best bet to win the big bucks is to try the $500 slot machine or the $100 poker machine immediately.

Lose all your money and you'll get a one way bus ride to Palookaville.

Gambling's not the same when there's no money involved, but Caesar's Palace is a fun afternoon diversion anyway. The graphics and music are above average, and it's a lot of fun trying to win enough money for a limo ride home. Geez...if only it was this easy in real life.

GamePro's Game Rating System



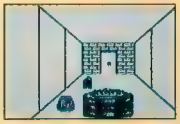
Caesar's Palace by Arcadia Systems Inc.
$29.99
Available 4th Quarter '91, 1 meg

Mysterium

By Andromeda

If you think you've got what it takes to be an Alchemist then prepare to enter the Mysterium. Here you'll have to use your knowledge of the magical properties of metals and minerals to rescue an ancient civilization of ants.

PROTIP: Study the Alchemy text provided in the manual carefully. In the higher levels of the game you'll need to perform experiments to discover the most useful transformations.



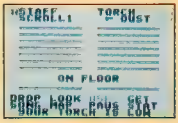
This fire pit melts stones into glass keys.

Mysterium combines one player role play Game Boy action with an original twist – alchemy. As you wind your way through each of the ten maze-like levels of the Mysterium you'll have to collect metals and minerals (i.e. iron and lead) and transform them into useful items by dropping them into pools of fire, acid, water, or mercury. Use the items you create in the transformations to escape the different obstacles on each level.

PROTIP: If you get spun by a Spinner, refer to your map to reorient yourself.

Fight for your life against this winged serpent.

PROTIP: Don't [illegible] Key to go through the Stone door on the first level. The door takes you back to the beginning of the maze and you'll need the Stone Key on Level Two.



The inventory screen organizes your alchemist's tools.

This engaging and asorbing Game Boy title may not be your cup of tea if you enjoy fast-paced action, but for alchemists and others who enjoy role play and puzzlers it's as good as gold.

GamePro's Game Rating System

Mysterium by Asmik
$24.95
Available August, 1 meg

Sneaky Snakes

By Bro' Buzz

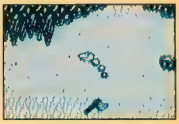
Sneaky Snakes by Tradewest is one of the best just-for-fun games to slither into the Game Boy in a while. Attila and Genghis (in two-player mode) are the cutesy little Sneaky Snakes who must snake through 16 serpentine levels to save Sonia Snake from the nasty Nibbler.

Be a ssssneaky ssssnake.

This cart is an excellent light-hearted action adventure game with groovy graphics. On each level you run into swarms of Nibbleys – Nibblefish, Nibblesquids, Nibblesprings, Nibblesplats, you get the idea. Gobble them up to add sections to your body till you can tip the scale that opens the gate to the next level. But watch out for bombs, beasts, and the Chopper, a real bad axe that cuts you down to a little snake.

PROTIP: Jump onto Nibbley dispensers to get in good position to gobble Nibbleys. Bombs can't hurt you there.

You'll have a great time slithering after the Nibbleys through land, sea, and air. Levels are peppered with power items and warps to hidden stages.



Don't get axed by the Chopper.

PROTIP: In Level 3 there's a hard to reach hidden Warp to Level 9 somewhere above you.

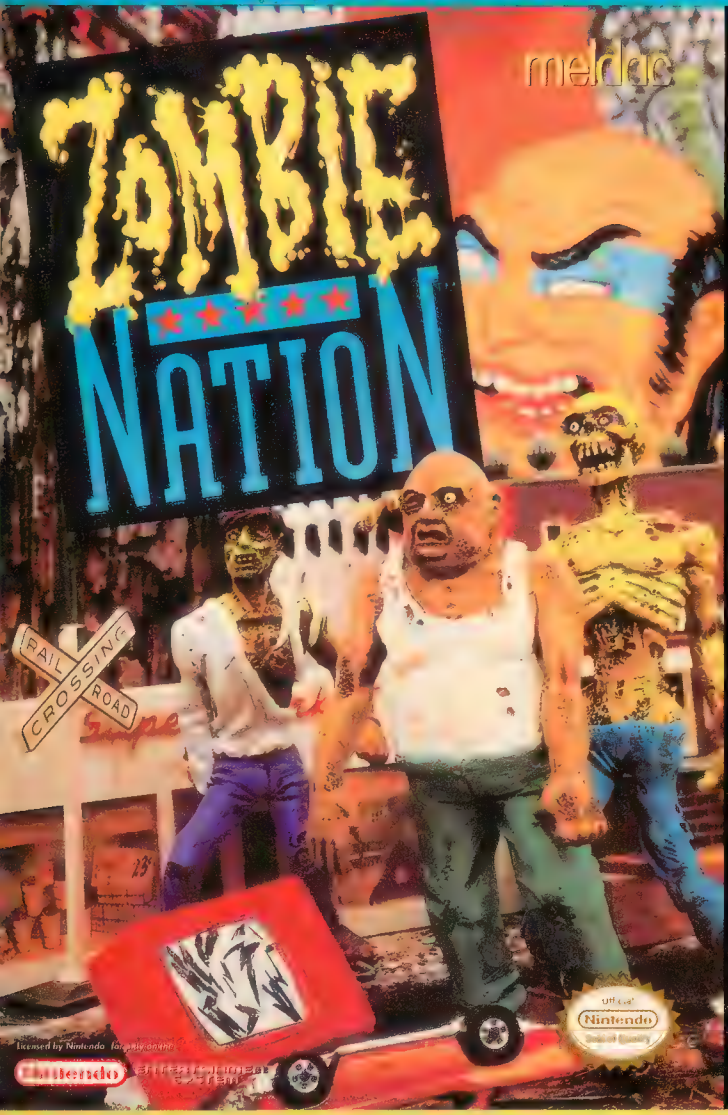
PROTIP: If you're underwater, tap A to swim. Press Up for an extra boost.

Sneaky Snakes is a hilarious adventure cart with truly unique heroes. It's a guaranteed snake charmer for all ages.

GamePro's Game Rating System

Sneaky Snakes by Tradewest
Price not available
Available now

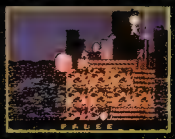
THE ZOMBIES ARE COMING!!!!



By I. C. COOLS, Times Staff Writer

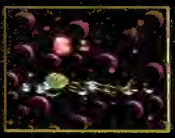
NEW YORK--What appeared to be a harmless meteorite crashing in the Nevada desert has turned out to be Darc Seed, an evil alien creature with horrible powers. By shooting strange rays, Darc Seed has turned the helpless nation into zombie slaves.

Mayor Heminhaw immediately called an emergency press conference where he read the following prepared statement. "I um, er,ah, I am doing everything, ah, er, humanly possible to see to it that ah, this situation er, um, this terrible situation ah, comes to a ah, ahem, a swift and , er, um, um, a swift and um, satisfactory close.



Ground Shaking NES Action

Zombie Nation is a ground shaking action/shooting game for the NES. The object of the game is to wreak total destruction on everything you see (it's a dark and dirty job, but somebody's got to do it). Meanwhile, you need to rescue as many zombie hostages as you can in order to gain enough strength for the ultimate showdown with Darc Seed (he's toast!).



Devastating Graphics and Pounding Sound

Zombie Nation's graphics are so devastatingly realistic you'll almost be tempted not to demolish them (yeah right!). And the relentlessly pounding sound effects will make you feel like you're right in the middle of the action hammering away at skyscrapers, mountains, and everything else that crosses your path. So don't just stand there like a Zombie, get your copy now!

Distributed by Meldac of America, Inc. 1801 Century Park East Suite 2210, Los Angeles, CA 90067 (213) 286-7040

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ZOMBIE ★ NATION

GAME GEAR

PRO REVIEW

By Toxic Tommy

Dr. Knavic's got monsters on the brain – especially when an accidental explosion frees all his experimental ESP creatures. Unfortunately, they take your twin sister along when they split. What a headache!

Extra Sensory Perceptions

Psychic World is a shoot and scoot action/adventure cart from Sega. You play Lucia, Dr. Knavic's assistant, and you're on an action-packed, side-view, multi-scrolling bug hunt across four mindbending levels – the Prairie, the Ice Field, the Ruins, and the Fortress.

The color graphics look pretty cool and the animation's great. However, Psychic World's pix suffer from the Curse of the Handheld Video Game. The graphics look good because they've got great details, but you really can't see all the details on the small screen. You know there's more there than meets the eye. But no sweat. It isn't hard to appreciate the imaginative creatures, and the bosses look great.

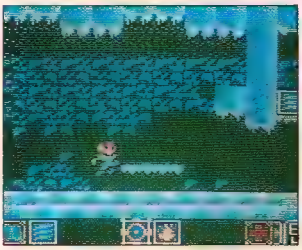
Sound and music? Yes.

Mentally Prepared

Lucia's hefty arsenal is awesome; not bad for a handheld heroine. She starts out with an ESP Booster Helmet and a Psy Cannon. That means you'd better find some weapon icons in a hurry. Don't worry, though, Lucia can blast out of the starting blocks – this girl is quick!

PROTIP: Make extra long jumps by using Lucia's speed to build up momentum and then quickly hitting Up and A. It takes practice and timing.

Most creatures leave something besides a bad memory behind when you zap them. You can score four ESP powers – the Shield, Levitation, screen-cleaning Explosion, and Teleportation (back to the beginning of the round), and four Attack powers – the icy Hydro Wave, Burning Bullets, the Freeze Ray, and the barrier-breaking Ultrasonic.



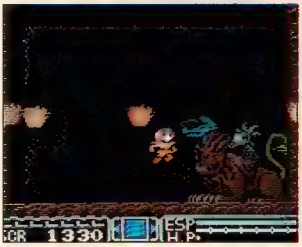
Stuck? You need a Hydro Wave like that one over to the right.

PROTIP: In the Ice Field, you can use the Hydro Wave wherever there's rain to create ice cube stepping stones to hard-to-reach places. Use Burning Bullets to melt mistakes.

Creatures from the Id

Be prepared for some psychological damage. This cart's overrun with mental monsters that really chew up your life points such as goo people, ice beasts, birds of prey, and cyclops blobs.

PROTIP: Some creatures are only vulnerable to certain weapons. For example, the Level One boss monster is susceptible to the Psy Cannon.



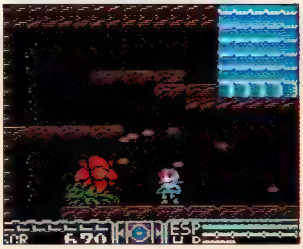
Watch out for the Level One boss' protective flames.

The beasts aren't all this cart has in store for you. You'll have to wade against river currents, slip and slide across ice slicks, and bust death-defying leaps, too.

PROTIP: To reach the Level One boss creature's lair, hop across the horizontally-flowing platforms until you reach the far right side of the screen past the entrance. Now quickly jump up to the handholds.

Mind Control

Gameplay here is excellent. The cart responds instantly to your thumb tapping, so you can pull some slick moves. An



This flower's seeds have bite.

ESP Attack Window slides open with two thumb presses to freeze the action and enable you to quickly cycle through your gear.

The game gives you plenty of chances to win through unlimited continues. However, there are no passwords, so, since the Game Gear is a real battery vampire, get an AC adaptor, unless your last name is Eveready or Duracell.

Are You Psychic Enough?

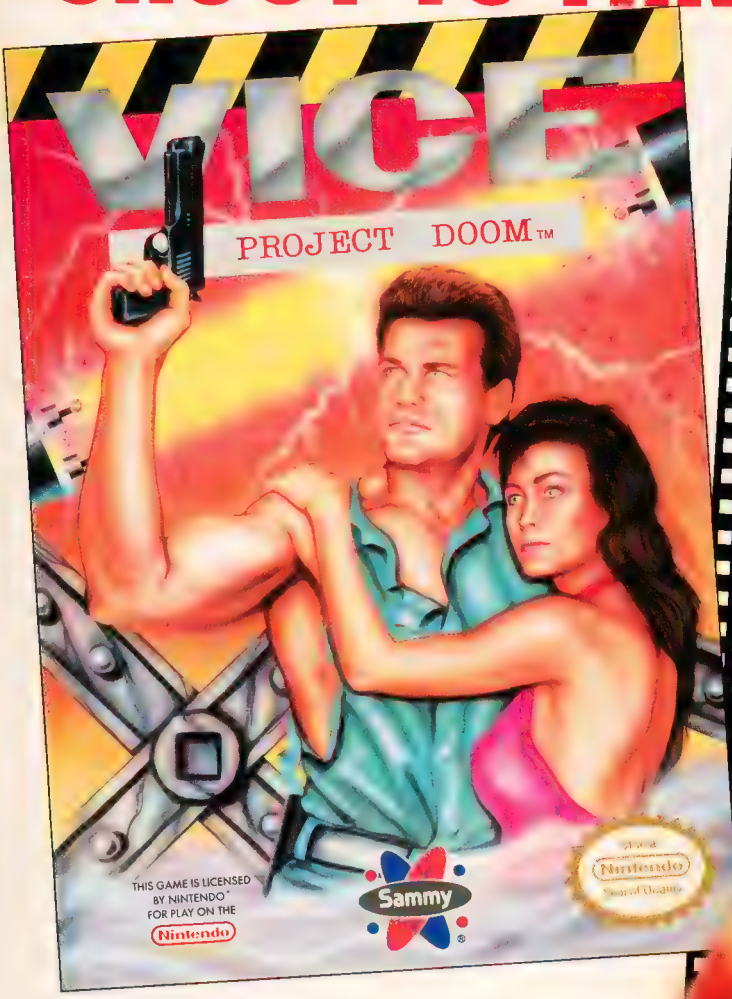
Psychic World is a brain-spraining action cart that ought to keep you busy for several days. Mental midgets need not apply.

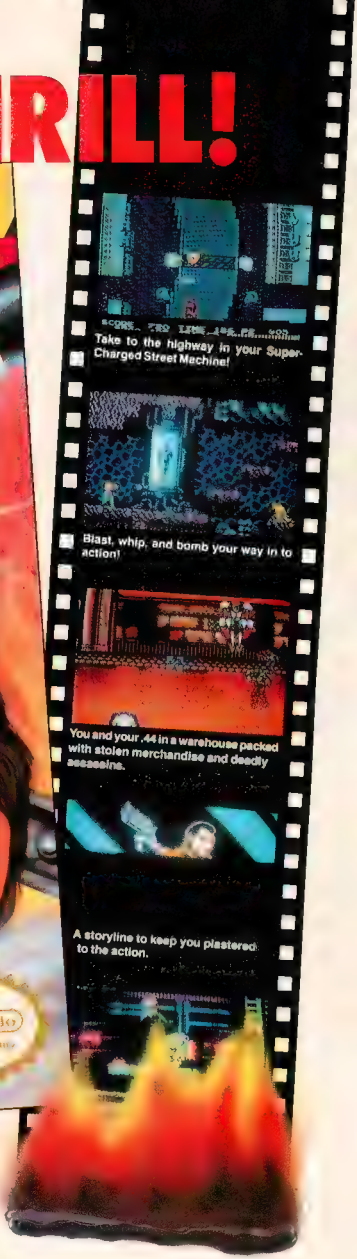
Looking for a great escape? Keep this cart in mind.

Psychic World by Sega
Price not available
Available now

PSYCHIC WORLD

SHOOT TO THRILL!

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LYNX

PRO REVIEW

By Rigor Mortis

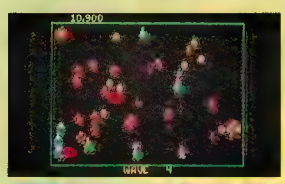
Once there was a fast-paced, innovative video game that teased and frustrated even the most seasoned game players. It utilized a revolutionary two-joystick control system that enabled a player to shoot and move 360 degrees independently. Even though it's long gone from the arcades, its name is still spoken with reverence by veteran videogamers – "Robotron!"

Shadowsoft has successfully downsized this huge arcade hit to fit within the tiny confines of the Atari Lynx. This version looks, sounds, and feels EXACTLY like its arcade predecessor from the flashing Robotron logo at startup to the distinct laser and explosives sound effects!

You Can't Keep a Good Robot Down

It's the year 2084 and mankind has fallen prey to its own ultimate, technological creation – the Robotron. Guided by their infallible logic, the Robotrons conclude that humans are inefficient and must be eliminated. The fate of all mankind rests on the shoulders of a genetically-altered super warrior armed with only a high-powered laser, lightning reflexes, and cunning battle skills. Guess who?!

At the start of each level you materialize upon a large, open playing field filled with hapless humans, obstacles, and Robotrons. Destroy the Robotrons and save the humans before they become zombie-like, killer "Progs!"



[illegible] precious moments [illegible] tegic position.

[illegible] Robotrons

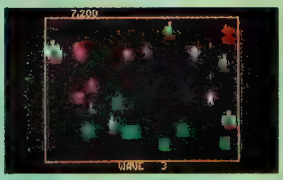
You'll have your hands full with the Robotrons. Their attack is fast and furious. Swarms of swift Grunts can't shoot, but their sheer numbers can overpower you. Speeding Spheroids zip around creating Enforcer Robotrons that hunt you relentlessly. Floating brains convert humans into deadly Progs. Finally, flying Quarks build Tanks that fire deadly Orbs, which ricochet off the walls.

PROTIP: The Brains fire Cruise Missiles that [illegible] y be destroyed by shooting their white tips.

Lynx Limitations

Robotron's exciting gameplay is unfortunately hampered by cumbersome controls; however, neither Shadowsoft nor Atari are to blame. The coin-op Robotron's double joystick control was a revolutionary design that's simply impossible to replicate with the Lynx, but a valiant effort has been made to compensate for this with three move and shoot options. It takes a bit of practice, but you'll be able to function effectively.

PROTIP: With Control Option C, move in the same direction as your firing rotation to prevent any confusion in the heat of the battle!

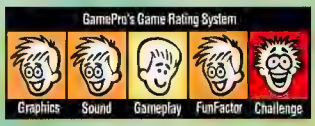


PROTIP: Never venture into corners unless [illegible]

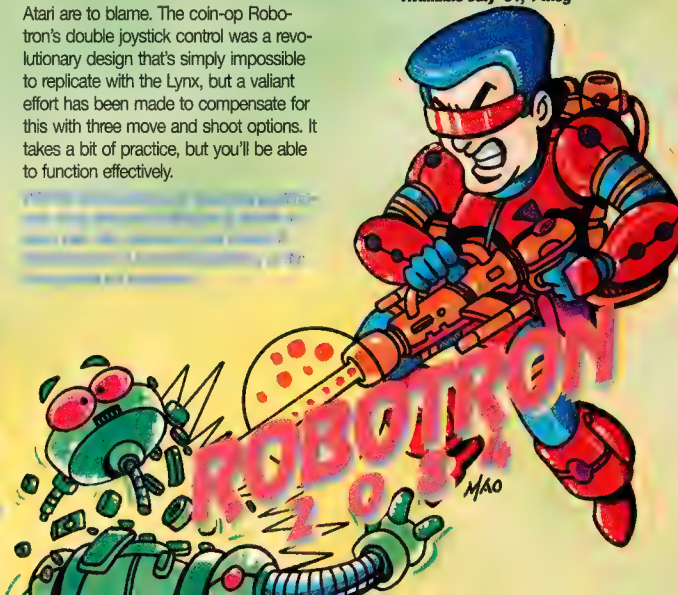
Robotron's Ratings

Although Robotron is a blast from the past that may not be as glitzy as video games out today, it's clearly one of the better Lynx games. Older gamers will want to experience that old thrill again, and younger players will see that a game need not be overly complex in order for it to be interesting and challenging.

Fast, frantic, and exciting, there's nothing mechanical about Robotron!



Robotron 2084 by Shadowsoft, Inc.
$34.99
Available July '91, 1 meg



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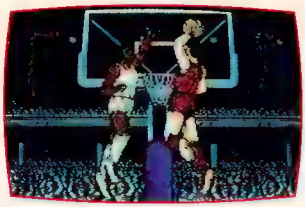
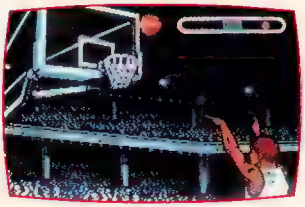
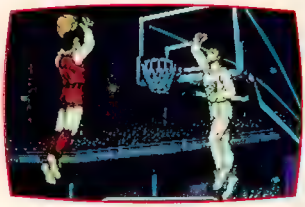
When your men start to drag, you can substitute some fresh blood.
It's all jam packed into one NES cartridge, pro-basketball at your fingertips!



Zoom into the action

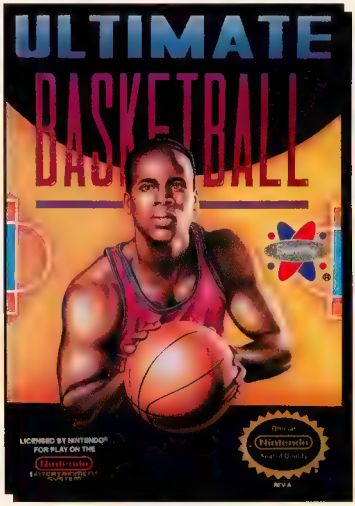


Be a part of the action–not just a spectator

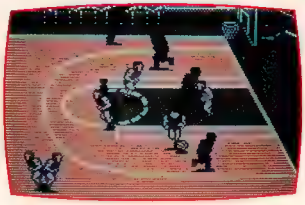


See your shots–up close and personal

You control full court movement



Pick your starting line-up



Team up with a friend against the computer

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SWAT

TIPS·TACTICS HOT PASSWORDS

Adventure Island II (Nintendo)

Island Select!

You can begin the game from any island by using this button sequence. At the title screen, just press Right, Left, Right, Left, A, B, A, B, and Start!

Ikari Warriors III: The Rescue (Nintendo)

Continue in 2-Player Game!

While playing a 2-player game of Ikari III, you can continue any time a player's game is over by pressing Upper Right, A, and B simultaneously on that player's controller. This works on any level just as long as one player is still alive and fighting!

Bradly Schaffer, Hackensack, NJ

Metal Storm (Nintendo)

Passwords!

Here are the passwords for Levels 2 – 6.

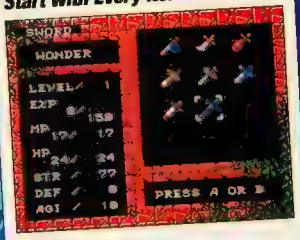
Level 2	WFT-7B35-N75
Level 3	HRT-273♥WVM
Level 4	FMM-FFC7-B5Z
Level 5	M67-WL35-WQ5
Level 6	9JT-LQ3K-QGM

Also, to defeat the Level 2 boss easily, destroy one Energizer and stand where the red meets the green. Now shoot either up or down (You may have to move over a little). When the Energizers open to fire at you, they'll take your hits and be destroyed!

Steve McCartney, Waukesha, WI

Willow (Nintendo)

Start with Every Item!



The following password enables you to start a new game with every item in your inventory.

8zs L4B W4K
fyM 6JW 5Kq

Palamedes (Nintendo)

Demo Test!

This code will enable you to watch all of the ending demo screens that pop up after clearing each stage! Wait for the title screen to appear, then hold down Button A and Right on Controller 2 and press Start on Controller 1. The DEMO TEST screen should appear.

Sagaia (Genesis)

Sound Test!

To check out the sounds in Sagaia, you must first earn a high score. Instead of entering your initials, input the letters ZZT. This will pop you into the sound test menu.

Flying Warriors (Nintendo)

The End!

Here's the ending code for Flying Warriors:

END

Ethan Scott Baird, Swampscott, MA

Fortress of Fear (Nintendo)

Six Men

When you lose your first three lives, enter W ♥ W at the player's name screen. Now when you replay the game you get six lives.

Garland Raye, Tulsa, OK

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SWAT

TIPS·TACTICS HOT PASSWORDS

Burai Fighter (Nintendo)

Here are some Burai Fighter passwords.

Level – Albatross

Stage 2	HEAD
Stage 3	JEEP
Stage 4	KING
Stage 5	LIME
Stage 6	MILD
Stage 7	NILE

Level – Ace

Stage 2	PALM
Stage 3	FALL
Stage 4	IDEA
Stage 5	PLAN
Stage 6	MONK
Stage 7	IDOL

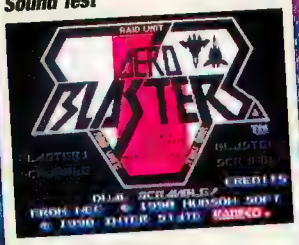
Level – Ultimate

Stage 2	FLAG
Stage 3	JOKE
Stage 4	ONCE
Stage 5	PAIL
Stage 6	GOAL
Stage 7	ICHI

Mike Love, Mt. Pleasant, TX

Aero Blasters (TurboGrafx-16)

Four Extra Credits and Sound Test



Here's how to get four credits at the beginning of Aero Blasters. Press Right three times and then hit Select. "Credit" appears onscreen underneath "Blaster Scramble 2." Increase your credits up to 9. Press Select again and you'll get the sound test.

Aren Seifert, Minneapolis, MN

Twin Cobra (Genesis)

Stage Select!

The following keypresses enable you to begin at any Stage. At the title screen press Up, Down, Right, Left, and then Start.

Strider (Genesis)

Special Music

There's a secret tune in Strider. On Level 4, go to the large tree trunk with the vine on the ground just before you fight Lago the Mechanical Dinosaur. Now move Strider very slowly from the left side to the right side of the trunk by pressing Right little by little until the music changes. If it doesn't work the first time, try again.

Rashid Cummings, Bronx, NY

Gargoyle's Quest (Game Boy)

Plenty of Passwords!

These passwords are from various positions in the game. Look 'em over, you might find one that will help you out!

EAGG-TN99 = 8 Lives
K8EE-5WBD = 10 Lives
ZGBZ-ABYP = 4 Lives
ZFRZ-GBZQ = 7 Lives
HSD6-JHQQ = Level 3
IT9Q-VL6S = with Candle of the Poltergeist
9U5J-LAVZ = 3 Lives + after finding Dark

Twin Cobra (Genesis)

Instant Full Firepower!

At any time during the game, press pause, then press Up, Down, Left, Right, then hold down A and press Start.

Shadow of the Ninja (Nintendo)

Select Stages!

You can select stages in this hot title by just following these directions. First you must type the following code at the title screen: A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B. You should hear a small chime, which signifies that that the code was entered correctly. You will now need two controllers for the following procedure.

This chart shows what buttons on each controller to press simultaneously in order to enter each stage!

Controller #1	Controller #2	Stage #
none	none	1-1
none	(B)	1-2
none	(A)	1-3
none	(A), (B)	1-4
(B)	none	2-1
(B)	(B)	2-2
(B)	A)	2-3
(B)	(A), (B)	3-1
(A)	none	3-2
(A)	(B)	3-3
(A)	(A)	4-1
(A)	(A), (B)	4-2
(A), (B)	none	4-3
(A), (B)	(B)	5-1
(A), (B)	(A)	5-2

For sound test, simultaneously press A and B on Controller 1 and 2 and then press Start.

John Mercway, San Jose, CA

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SWAT

TIPS·TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

Lakers vs. Celtics (Genesis)

Championship Passwords!

These passwords enable you to play the following teams in the championship game!

CZ2 QKT = Boston Celtics vs. San Antonio Spurs
LLQ RJK = L.A. Lakers vs. Chicago Bulls
RP2 HJT = Phoenix Suns vs. Boston Celtics
TY6 HJK = Portland Blazers vs. Boston Celtics
8W2 QJS = San Antonio Spurs vs. Philadelphia 76ers
H12 QJT = Philadelphia 76ers vs. San Antonio Spurs
6RQ QJJ = Chicago Bulls vs. Portland Trail Blazers
G72 Q0J = Detroit Pistons vs. L.A. Lakers

Ruben Cartagena, Coamo, Puerto Rico

MUSHA (Genesis)

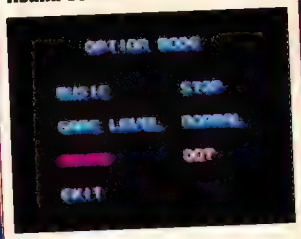
Have 20 Options!

You can play MUSHA with 20 options by pressing Start to pause the game, then pressing the following control sequence: Up, Up, Up, Down, Down, Down, Left, Left, Left, Right, Right, Right, C, C, B, A, and Start!

Jim Craforson, San Mateo, CA

MUSHA (Genesis)

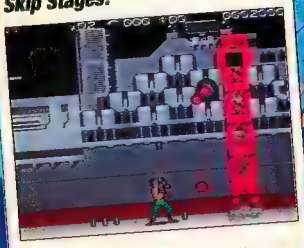
Round Select!



Here's how to select rounds in MUSHA. Turn on the game and wait for the SEGA sign to appear, now press Reset. Wait for the SEGA sign to reappear and press reset again. Do this 9 more times. Then let the title screen pop up and enter the Options menu while you hold down Lower Left. You will now see ROUND listed underneath GAME LEVEL. Move down to Round, and press Right or Left to select Rounds!

Midnight Resistance (Genesis)

Skip Stages!



Here's how to skip any stage during a game. Wait for the title screen to pop up. Make sure "START" is highlighted in red, then hold down Button C and press Start. After the game begins, press Start again to pause the game. Then press Button A and you'll find yourself on the next stage! You can repeat this procedure on any stage!

Wilbur Viado, Los Angeles, CA

Super Volleyball (Genesis)

Special Moves!

For a Super Serve press Up, A, and B simultaneously.

For a Super Spike that will knock over anyone on the opposite team that tries to return it, press Down, A, and B simultaneously after setting your spike.

MUSHA (Genesis)

Add Five Lives!

To add five lives while you're playing MUSHA, press Start to pause the game, then press Right, Down, Right, Down, Left, Up, Left, UP, B, C, A, and Start.

Wings of Wor (Genesis)

Stage Select!

To select stages in Wings of Wor, first enter the Options menu from the title screen. Now move the cursor down to CONTROL. Just wait there about 15 seconds. Now press the A button and you will see STAGE pop up on the screen. You can now select any Stage!

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TIPS·TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

Silver Surfer (Nintendo)

Silver Surfer can make you an intergalactic nut case. Use these passwords to tame the game. Simultaneously press Up on both controllers to display the password screen. Now you can enter all three of these passwords.

CKWJT4	All the weapons
SJM333	Unlimited Continues
KJTTJK	Invincibility

Jimmy Yee, San Francisco, CA

Battle Royale (TurboGrafx-16)

Get Back into the Ring!

Now you can get back into the ring after you get thrown out! Press Button I, Up, Down, Left, Right, Button II, Up, Down, Left, Right, Button II, Up, Down, Left, Right, and finally Button II.

Kevin Hill, St. Pete, FL

Boomer's Adventure (TurboGrafx-16)

Stage Select

This password enables you to select any stage: ANCIENT.

Garland Raye, Tulsa, OK

MUSHA (Genesis)

Play with Full Firepower!

You can fully power up your ship in MUSHA anytime you're playing by using the following keypresses. First press Start to pause the game, then press B, B, C, B, B, C, Up, Down, and A.

Ninja Brothers (Nintendo)

Sound Test Mode!

If you're interested in checking out all of the music in Little Ninja Brothers, just enter the RPG mode, select PASSWORD, then type in SOUND as your password.

Yves Menard, Alexandria, ON, Canada

Mega Man 3 (Nintendo)

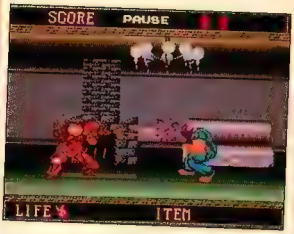
Freeze Your Enemies

To freeze any enemy in Mega Man 3, plug in two controllers. On Controller 2, push Up and A and just start playing with Controller 1.

Brian Mahar, St. Petersburg, FL

Splatterhouse (TurboGrafx-16)

Face the Fifth Boss



First use the old level select mode trick. During the title screen, press Run. You'll see the rain falling. Now hit Select three times. Next, hold down Lower Left and press Button I. Okay, set the select mode to 00 and be prepared to fight Boss No. 5.

John Contreras, Bergenfield, NJ

Sword Master (Nintendo)

Unlimited Continues

Now you can keep fighting on in Sword Master with endless continues from the beginning of the stage in which you were defeated. At the title screen hold down Down and Select. Now hit Start to begin a game. When you've used up your allocation of five continues the messaage "Free Play" will appear at the bottom of the screen. Now you can continue your quest.

J.D. Roth, Hollywood, CA

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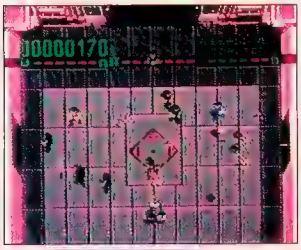
LICENSED BY

SHORT SHOTS

Nintendo

Smash TV (Acclaim)

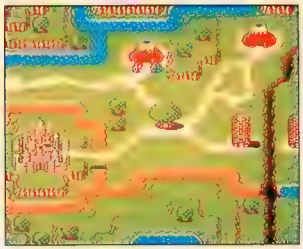


Thanks to the folks at Acclaim, Smash TV, one of the most innovative coin-op titles to date, has made its way home to the NES. In this futuristic game show-style cart you and a partner compete in front of a simulated studio audience for cash, prizes, and your life?! Yes! Armed with lasers, smart bombs, grenades, and force fields for level-warping, you become a modern day gladiator as you defend yourself against huge armies of creatures including Combat Drones and Mutants. To simulate the hands-on feeling of an arcade game, they've even included an option which enables you to use both controllers at once. Smash TV gives an entirely new meaning to game show theme carts.

Available August '91

Adventures of LoLo III (Hal America)

Peace and harmony in the land of the little round people has been disrupted once again. In part three of the LoLo and LaLa saga, the King of Eggerland swooped down and sprinkled a magical dust over all the residents of Eggerland, transform-



ing them into stone. The poor Eggerlanders will remain little round rocks for eternity unless LoLo and LaLa track the bad king down and destroy him. In the 100 rooms of this puzzle adventure you see all of those old familiar foes (Medusa Heads and Snakies) as well as some new ones. They're called Mobies, and they appear in yet another new game feature, the underwater levels. Don't be an egghead, help LoLo and LaLa rock the king's boat.

Available July '91

Defenders of Dynatron City (Lucasfilm Games)

Jet Headstrong and his zany crew of superhero pals are the stars of Lucasfilm's second contribution to the Nintendo gaming scene, Defenders of Dynatron. Mutated into superheroes as a result of fallout from Dynatron City's atomic-powered sewage plant, our friends, Jet Headstrong, Toolbox, and Buzzsaw Girl, have taken on the characteristics of tools of the time (a buzzsaw and a toolbox) with unique powers to match. Jet and company go on a hunt for the evil Dr. Mayhem and his villainous followers over eight action-packed vertically and horizontally scrolling levels. Heads up and thumbs up for Jet Headstrong and the Defenders of Dynatron City.

Available Fall '91

Genesis

Faery Tale Adventure (Electronic Arts)

Electronic Arts has another game-ace up its sleeve, Faery Tale Adventure. In this PC conversion you get all the basic elements of a challenging role play game: exploration, magic, monsters, treasures, potions, and more plus highly interactive animated battle scenes. The plot revolves around three brothers, Julian, Phillip, and Kevin who each have a highly developed trait, such as exceptional bravery or kindness. You start off with Julian and play his character until he's killed, then one of the brothers takes over. The mission is to seek out the missing Talisman; the only icon that can save your home town of Tambry from the evil forces of the night. However, you must first build up your character's bravery and vitality points, so you can successfully battle your way through dangerous territories such as Turtle Point, Sorcery Island, and the dreaded tombs of Hemsath...and then you live happily ever after.

Available July '91

Dinoland (Renovation)

It's pinball with a prehistoric gameplay twist. Renovation's new 16-bit pinball game, a first for the Genesis, gives you all the same great flipper-action gameplay you get from an arcade, as well as three challenge settings: normal, hard, and dangerous. Each level even comes with two big bosses! The hero of this crazy pinball saga is Dino the Dinosaur. A multi-talented reptile, Dino acts as both a pinball and as a free-standing fighter. The challenge

is to figure out when to use Dino as a ball to do things such as break open barriers and rescue his girlfriend, and when to use him as a regular dinosaur to free himself from the clutches of the grab-happy dinosaur foes – Tyrannosaurs and Allosaurs. Pinball or action thriller game? Take your pick. No matter how you slice it, Dinoland's a pinball lovers paradise.

Available August '91

TurboGrafx-16

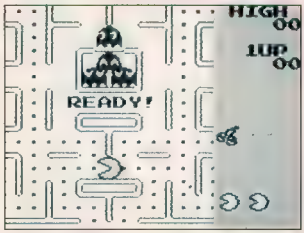
Camp California! Yo Bro'! (NEC)

NEC's back on the programming track with a new cart titled, Camp California! Yo Bro! In this six level, two player (non-simultaneous) game you play Little Bro, the local skateboard shredder. Your job is to save the town from Professor Liverhosen's herd of wicked experimental creatures, which include everything from massive man-eating plants to dogs on hoverboards. With your trusty slingshot in hand or a heat-seeking rocket launcher if you're lucky enough to find one, you must skate your way through the streets picking off these creatures and saving townspeople. Managing all that heroism can be tricky when you have to dodge everyday street hazards, such as rocks and slick puddles of grimy motor oil. There are even four authentic Beach Boy tunes to help you dudes and dudettes get stoked for the big skate-down. Camp California's lookin' good!

Available August '91

Game Boy

Pac Man (Namco)

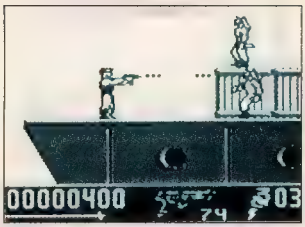


Everybody's favorite chomping-head, Pac Man is back in action. This time he's shown up on that ever popular portable system, the Game Boy. Of course if Pac Man's back, those pesky ghosts, Inky, Blinky, Pinky, and Clyde must be back, too. Right?! They're back alright, and they're more anxious then ever to get the Pacster in their ghostly grasp. Based on the original arcade version, Game Boy Pac Man takes you on one continuous journey through a never ending hall of mazes in search of Power Pills, Cherries, and Oranges – those tasty goodies that give Pac Man ghost-munching powers and bonus points. This pint-sized Pac is ready and waiting to go anywhere. Beware, Pac-addicts, this porta-Pac will get you hooked, for sure!

Available Now

Navy Seals (Ocean)

While attending to a vessel in distress, a U.S. Navy helicopter is shot down by a terrorist gunboat. You and your fellow Navy Seals have been assigned to bring down the terrorist coup and retrieve both the prisoners, as well as a stolen supply of Stinger surface to air missiles. Your mission takes you through the crowded streets of Beirut city in search of an illusive



informant; the only person who knows the location of the terrorists hideout. A slow-firing handgun and a machine gun are your two main sources of defense. Your third resource is a fellow team member, a specially trained sniper, who you can call upon for help twice during each level. A one man, five level rescue mission is never easy, unless you're a slick Navy Seal.

Available July '91

Game Gear

G-LOC (Sega)

Grab yourself a Game Gear and load it up with Sega's new arcade port-over title, G-LOC, and you can experience the thrills and chills of high speed aerial dog-fighting right in the palm of your hand. In this miniaturized, two player version you get two views, a first person cockpit complete with heads up display and a behind your tail view. As you soar, dive, and spin your way through the nine hair-raising night and day combat missions, you'll find yourself faced with a hearty helping of predicaments which include having to chase the enemy under bridges, through winding canyons, and over narrow ocean channels. Fasten your belts, budding jet jockeys, G-LOC's gonna' blast your gravity boots off!

Available Now

Nintendo

Dragon Warrior

Dear ASK THE PROS,
I am stationed in West Germany and I've recently been playing Dragon Warrior I. My problem is that I've pretty much mastered the game except that I can't find the Stones of Sunlight that are in Tantegel Castle. I've looked everywhere in the castle and surrounding areas. Can you help me?

Ernesto A. Amaya, APO, NY

Dear Ernesto,
The Stones of Sunlight are hidden outside the castle itself, but they're still within the castle area. From the point where you purchase keys in Tantagel Castle, go outside and move to the right (but DON'T leave the castle area). Stay close to the wall and head south. Go around the water and you'll find a door in the ground (the cellar). Enter the cellar and you'll find the Stones you seek.

Genesis

Michael Jackson's Moonwalker

Dear ASK THE PROS,
I've been stuck in Michael Jackson's Moonwalker for months. I can't figure out how to defeat Mr. Big. Do you have any tips?

Adam Forfang, El Sobrante, CA

Dear Adam,
To defeat Mr. Big in Michael Jackson's Moonwalker your best bet is to use the spaceship and then keep moving while you're shooting. The most effective strategy is "hit-and-run" – fly by him and fire, but NEVER pause to aim or you'll get nailed. This strategy takes a while, but it's the safest way to win.

Ghouls and Ghosts

Dear ASK THE PROS,
I'm playing the Genesis classic, Ghouls and Ghosts. I've seen a couple of tricks for the game in your magazine, but I was wondering if there was a level select you could give me?

Daniel Voorhees, Moorestown, NJ

Dear Daniel,
You bet! To get the level select in Ghouls and Ghosts, press UP, DOWN, LEFT, and RIGHT as the title is dropping from top to bottom. A musical chord will sound if the trick worked. Now do one of the following sequences to select your level:

LEVEL	SEQUENCE
The Execution Place	Start
The Floating Island on the Lake	Button A+Start
The Village of Decay	Up + Start
The Town of Fire	Up + Button A + Start
Baron Rankle's Tower	Down + Start
Horrible Faced Mountain	Down + Button A + Start
The Crystal Forest	Left + Start
The Ice Slopes	Left + Button A + Start
Beginning of Castle	Right + Start
Middle of Castle	Right + Button A + Start
Loki	Down + Right + Start

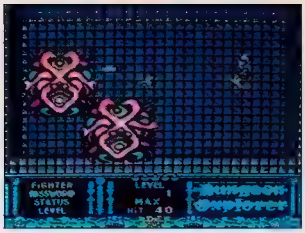
By the way, there's also a way to play a Japanese version of the game. Just select OPTION on the opening screen. Choose the last numbers for music (26) and sound (56). Next hold the lower left part of the directional pad while pressing A, B, C, and Start.

TurboGrafx-16

Dungeon Explorer

Dear ASK THE PROS,
I heard a rumor that there's an invincibility code for Dungeon Explorer. Is this true, and if so, what is it? Thank you.

Steven Sethi, Burleson, TX



Being invincible makes the toughest foes seem like wimps!!!

Dear Steven,
That was no rumor, that was a S.W.A.T. The invincibility code for Dungeon Explorer appeared in the S.W.A.T. section of the January '90 issue of GamePro. But just in case you don't have that issue, here it is one more time:

First type in the password:

DEBDE
DEBDA

Then, press Run and Button I simultaneously. The screen will read "Password Error." Now press Button II and choose your character!

Game Got You Baffled?

Our GamePros will solve your unsolvable problems or answer any tough questions you have. So send 'em and we'll solve 'em. If your letter is published, you'll get a free GAMEPRO Super Shirt.

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ASK THE READERS

Questions G and H Winners

Question G: Metal Gear (Konami for NES)

Dear ASK THE PROS,
In Metal Gear, I don't understand how to get the rocket launcher. It's supposed to be in a certain room, but I can't find it. Please solve my problem.

Junior Rodriguez, Lake Wales, FL

Answer:

To get the rocket launcher you must first have a rank of four stars. When you do, radio Jennifer at frequency 120.48 and she'll provide you with the rocket launcher and the compass. She'll place them in two different rooms.

Paul Bartoldo, Fremont, CA

Question H: Super Mario Bros. 2 (Nintendo for NES)

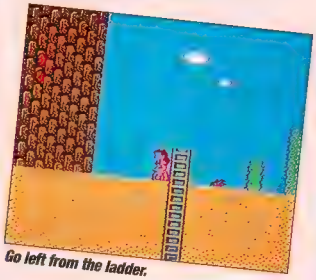
Dear ASK THE PROS,
In Level 6-3 in Super Mario Bros. 2 just past the pyramid door, there are a few clouds and then a door. I have tried numerous times, but I can't reach the clouds to get to the door. Is there a way to reach the door and, if there is, where does the door lead to?

Gerold Shelton, Moline, IL

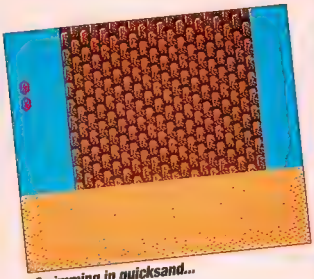
Answer:

You can't reach the door in the clouds from the pyramid area. The only way to get there is at the beginning of Level 6-3. Choose Princess Toadstool. When you go up the ladder you'll see some quicksand just to your left and a big rock wall on top of the quicksand. Jump in the quicksand and let the Princess sink until her head is just under, then start moving left under the rock. Keep pressing Button A so you don't drown. Soon you'll end up on the other side of the wall where you'll see a door. This door will take you to the clouds just past the pyramid.

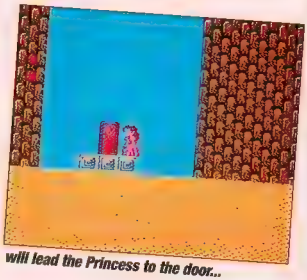
Jonathan Kean, Mattoon, IL



Go left from the ladder.



Swimming in quicksand...



will lead the Princess to the door...

...that puts her in the clouds.

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*Block Out	24/44	*Road Rash	24/44
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*Crack Down	24/44	*Skl/Crossbns	24/44
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D.J. Boy	6/19	*Space Invaders	24/44
*Dando	24/44	*Spiderman	26/49
*Dark Castl	24/44	*Storm Lord	24/44
Dick Tracy	16/32	Strider	28/54
*Dinoland	24/44	Supr Hang On	12/24
Dyn Duke	14/26	Supr Hydlide	16/29
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RPM Report NEWS

Nintendo Settles Price Fixing Charges

Nintendo of America says it will hand out up to $25 million in coupons to customers and will pay $5 million in order to settle price fixing charges brought against it by the Federal Trade Commission.

Nintendo agreed to partially refund people who paid $99.95 for the NES between June 1988 and December 1990. Everyone who bought an NES during this period is entitled to a $5 coupon, good towards the purchase of a Nintendo game cartridge.

According to Nintendo Vice President Howard Lincoln, Nintendo did not admit to violating antitrust laws, it just settled the case to maintain consumer good will.

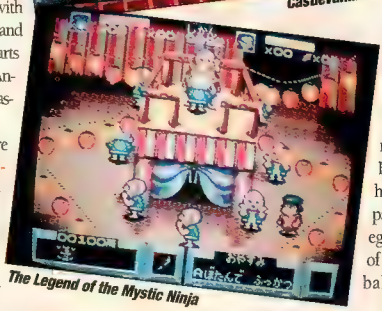
Konami's Christmas Line-up

Yikes! Better start saving your sheckels 'cause **Konami** has a truckload of hot stuff coming between now and Christmas '91. For the NES there's: **Pirates** (the hit PC swashbuckling adventure), **Where In Time Is Carmen San Diego?** (from the Broderbund smash series – fun and educational!), **Monster in My Pocket**, **Tiny Toons**, **Contra III**, **Kings Quest V** (another former PC mega-hit), and **Bucky O'Hare** (rabbits in space?). Konami will also hit the scene with **Star Trek** for the NES and the Game Boy. These carts will tie-in with the 25th Anniversary of the tee vee classic. Beam us up, Scotty!

Other Game Boy fare includes: **World Circuit Series** (an overhead F-1-type racing game), **Blades of Steel** (it's about time there was a hockey cart for the GB!), **Castlevania II**, **Teenage Mutant Ninja Turtles II**, and **Double Dribble: 5 on 5**. Sounds like a happy holiday season for the folks at Konami!

For the Super NES look for **The Legend of the Mystical Ninja** (a ninja warrior action game with hot graphics), **Gradius III**, **Castlevania IV**, and **Teenage Mutant Ninja Turtles**. Everything but the Turtles will be available before Christmas.

Castlevania IV


The Legend of the Mystic Ninja

Revenge of the Battletoads

Can't get enough of the hottest NES cart of 1991? Good news, Toadsters! The Battletoads are shrinking down, so they can fit on your Game Boy. According to **Tradewest**, **Battletoads** will be released for the Game Boy this August. Also in August, **Jack Nicklaus Golf** for the Game Boy.

Capcom Summer/Fall Game List

Big things goin' on at **Capcom** (as usual!). **Mega Man 4** will be ready for the NES by November. In the Disney line, **Little Mermaid** is available this month (see our review next issue), **Tale Spin** is coming in the Fall, and **Darkwing Duck** will be ready for the SNES in March of '92. And speaking of SNES stuff, don't forget about **Final Fight** in September, **U.N. Squadron** before Christmas, and **Ghouls and Ghosts**. Finally, the sequel to the Game Boy hit, **Gargoyle's Quest** will be available for the NES (that's right, the NES!) around January 1992.

Sega's Fall Genesis Line-up

An impressive collection of software is coming for the **Sega** Genesis this Christmas. Leading the pack is **Joe Montana II**, the second Sega football title of 1991 for the Genesis. Sports gamers (that means you, Fanatic Fan!) will be happy to hear that Sega is expanding their sports category with the additions of new hockey and baseball carts. Also in the works, **Hallow World**, a fantasy roleplaying game from the makers of Dungeons and Dragons, **TSR**. In addition, look for **Golden Axe II**, **Cyborg Justice**, and the cutesy **Fabtek** coin-op, **Toki**.

Big Plans at American Sammy

Look for **American Sammy** to release a Neo-Geo version of their NES roundball cart, Ultimate Basketball. The new super version will be called **Dunk Star**.

American Sammy also has BIG Super Famicom plans. They've just inked a deal to do a super **Football** game for the new 16-bit Nintendo, plus they're working on Faery Tale Adventure. Faery Tale Adventure will be an 8-meg cart filled with real voice, plus a battery backup. The folks at AS say that the game will be extremely user-friendly, asking you (via the special voice chip) what action you would like to take. But wait! There's more! The PC fantasy adventure, **King's Bounty**, is coming for the SNES as well. King's Bounty is the New World Computing adventure quest/fantasy roleplay/battle strategy game.

"Trog" Migrates to the NES

Trog, the dinosaur-munching coin-op caveman, is coming to the NES this fall thanks to **Acclaim**. The object of this popular 1991 **Williams Electronic Games** arcade title is to maneuver your dinosaur through a maze, snapping up dino-eggs in your path. The carnivorous caveman, Trog, is also in the maze, ready to turn you in to a dino-burger at first chance. The Williams coin-op was filled with great Claymation – it's safe to say the NES version won't. But you can expect a plenty of fast action and cartoony graphics.

Virgin's McGames

It was only a matter of time. The video game industry is dominated by guys ages 8-16. Most fast food buyers are guys ages 8-16. Somebody put two and two together and ended up with cheeseburgers! Yes, **McDonalds** is coming to the world of Nintendo. **M.C. Kids** is an upcoming release from **Virgin Games, Inc.** (formerly Arcadia Systems, Inc.) for the NES. It's a one or two player "Mario" style cart with many different large scrolling levels. The object is to get back Ronald McDonald's bag of magic from the Hamburglar. All the other McDonaldland creatures will be there, too, and each game will include a bag o' fries and a chocolate shake (just kidding...but wouldn't it be great?).

M.C. Kids for the NES.

Koei's Grand Prize Winner

Terry Barkley of Mt. Pleasant, Michigan, was the grand prize winner in **Koei's** "How Well Do You Know Our History Contest?" (*GamePro,* ProNews, Jan. '91). Barkley was chosen from over 10,000 entries. He'll receive a Sony Handicam for his knowledge of Chinese and Japanese military history. Actually, you didn't have to be a "Jeopardy" candidate to win – the questions were all multiple choice and most of the choices were obvious (even WE figured them out and we're no rocket scientists). Another 200 gamers won Koei carts or Genghis Khan t-shirts. Way to go, dudes!

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